



"Sad Face"
1025-162
Final Board



Date 12/06/13

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 12/06/13
- ☒ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Adam Muto

Storyboard by
Graham Falk

DEC 13 2013

1025/162

1025/162

1025/162

ADVENTURE TIME



cut

Page 1

Sc. 1

Pnl. A

Bg.

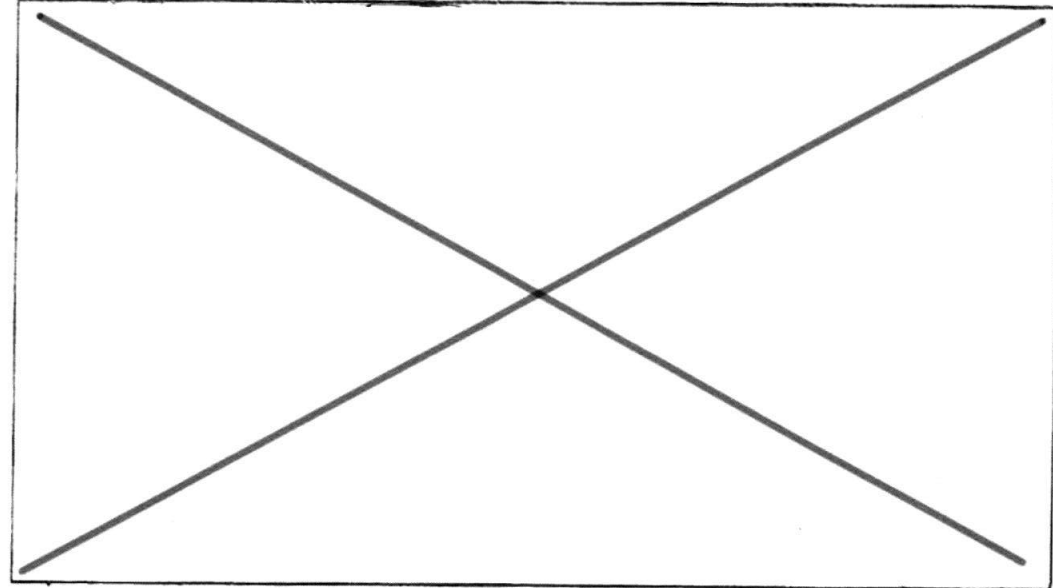
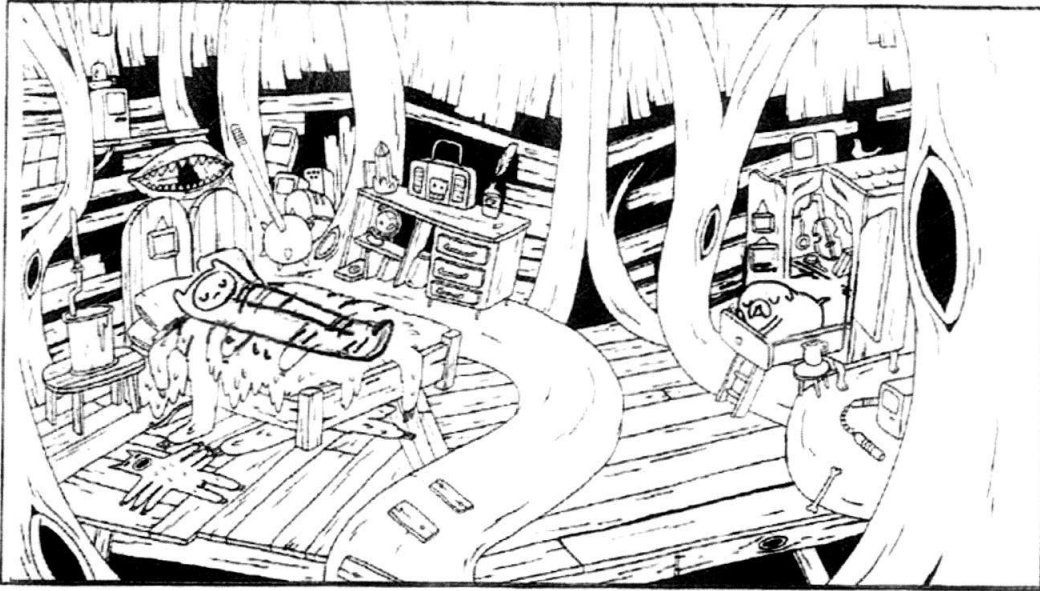
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action: - WIDE SHOT OF BEDROOM.
- FINN AND JAKE ARE ASLEEP.

Timing:

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1025/162

1025/162

1025/162

Start

ADVENTURE TIME



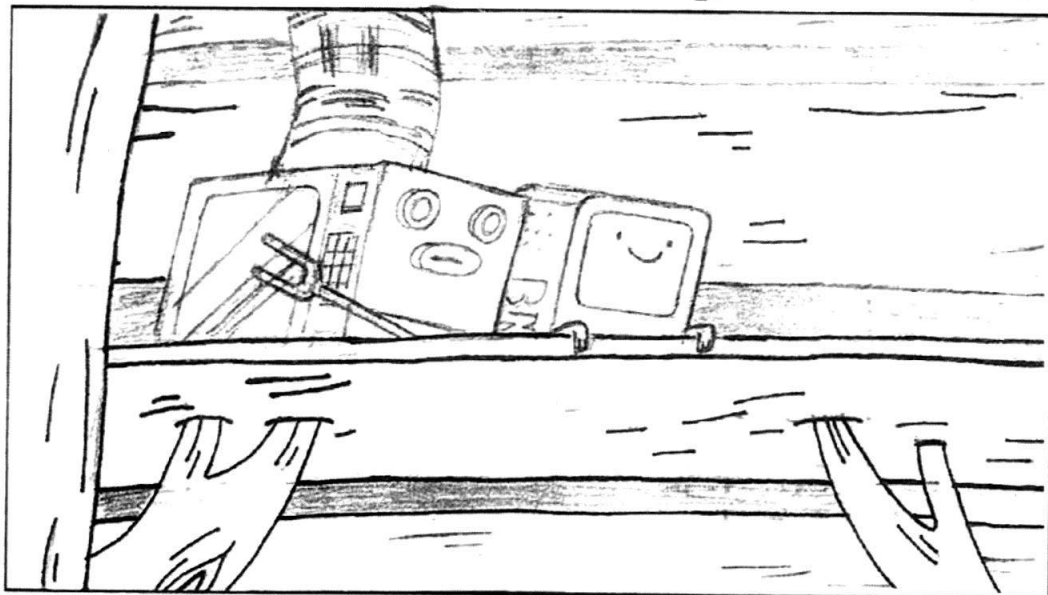
Page **2**

Sc. **2**

Pnl. **A**

Bg.

day night

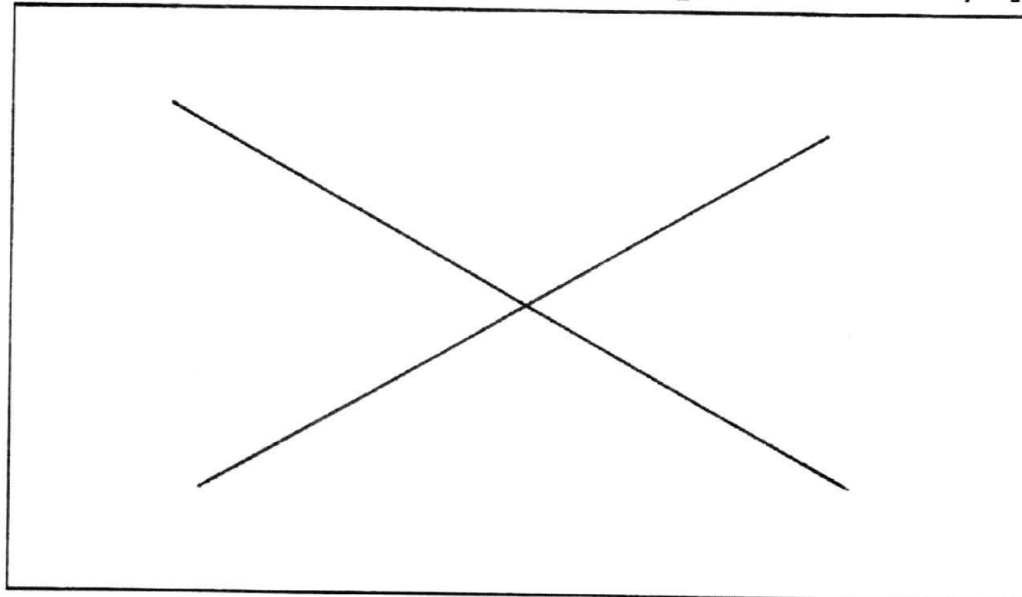


Sc.

Pnl.

Bg.

day night



Dialog:

Action: NEPTR AND BMO TURN, STILL VERY WATCHFUL.

Timing:

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EPISODE #

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1025/162

1025/162

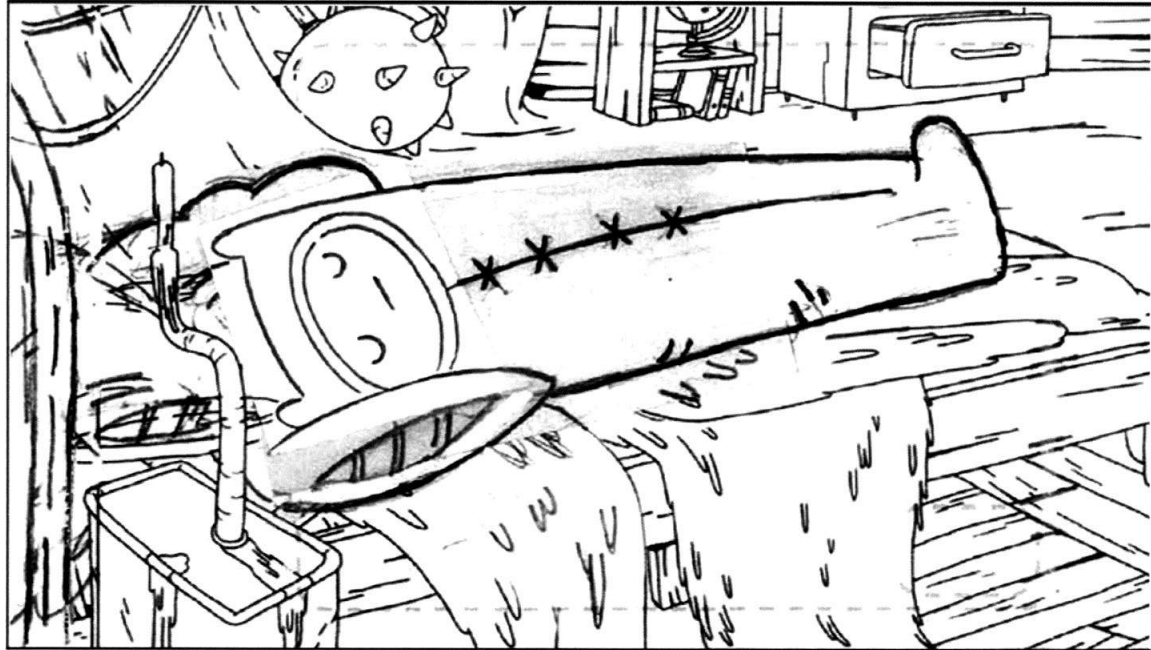
1025/162

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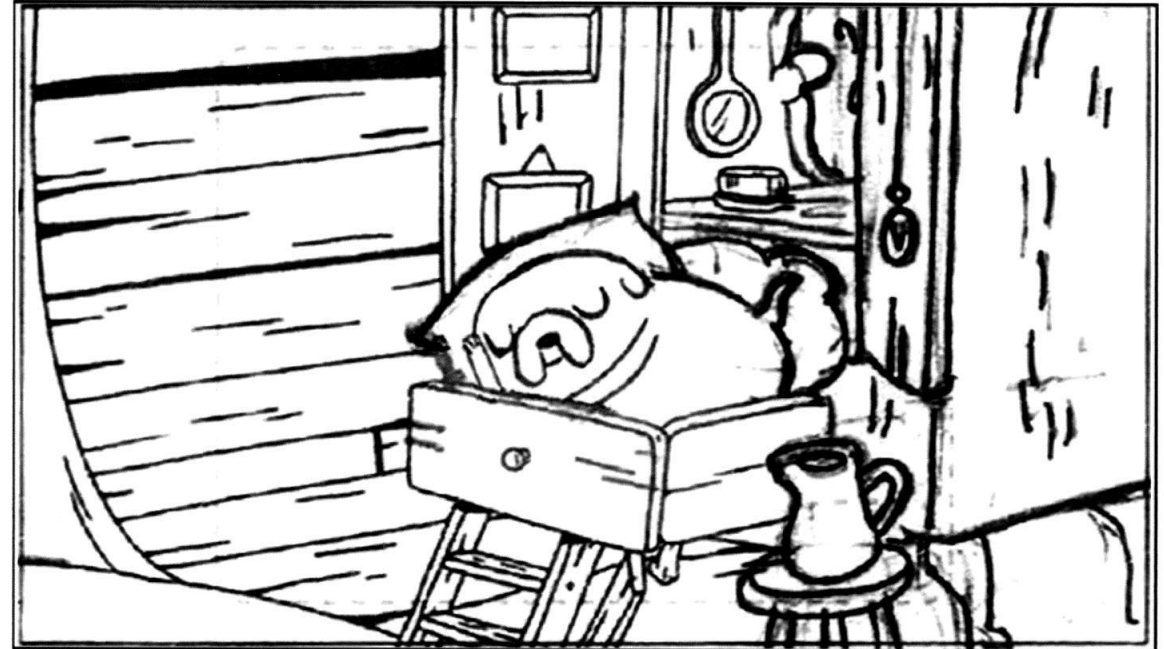


Page 3

Sc. 3 Pnl. A Bg. day night



Sc. 3A Pnl. A Bg. day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE # 1025-164

1025/162

Production :

1025/162

Cut

ADVENTURE TIME

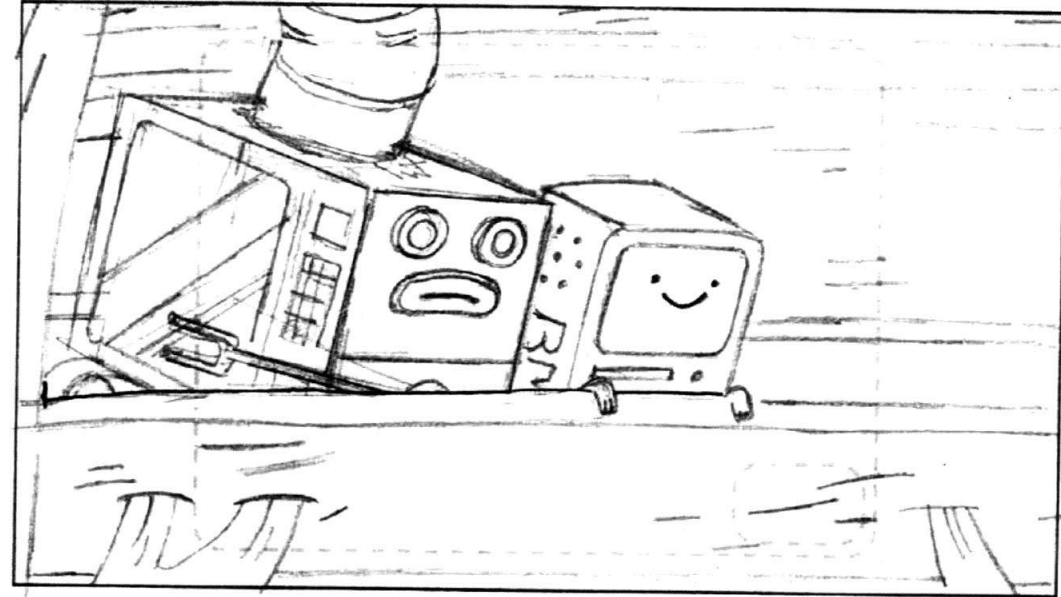


Sc. 4

Pnl. A

Bg.

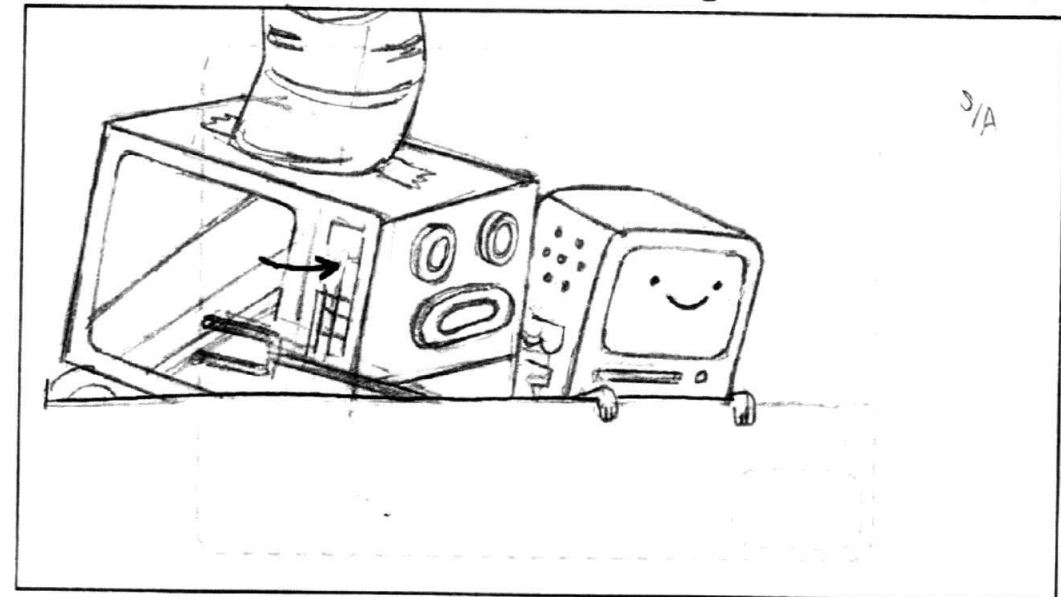
day night



Sc. 4 *CONT*

Pnl. B

Bg.



Dialog:

NEPTR: BMO, WHEN IS SOMETHING GOING TO HAPPEN ?

Action:

NEPTR AND BMO, STILL WATCHFUL.

Timing:

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EPISODE #

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1025/162

1025/162

1025/162

ADVENTURE TIME



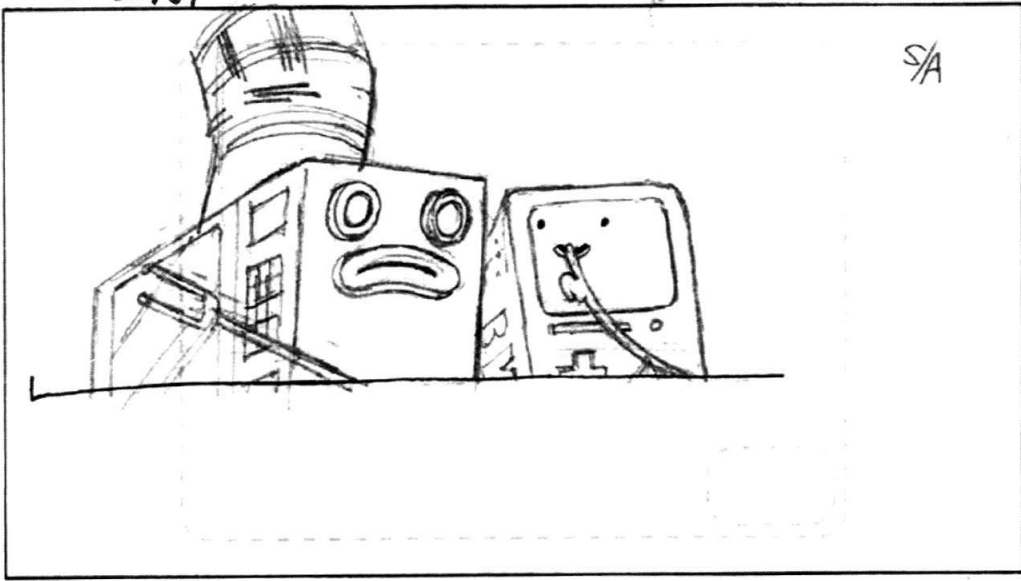
Page 6

Sc. 4 CONT

Pnl. C

Bg.

day night

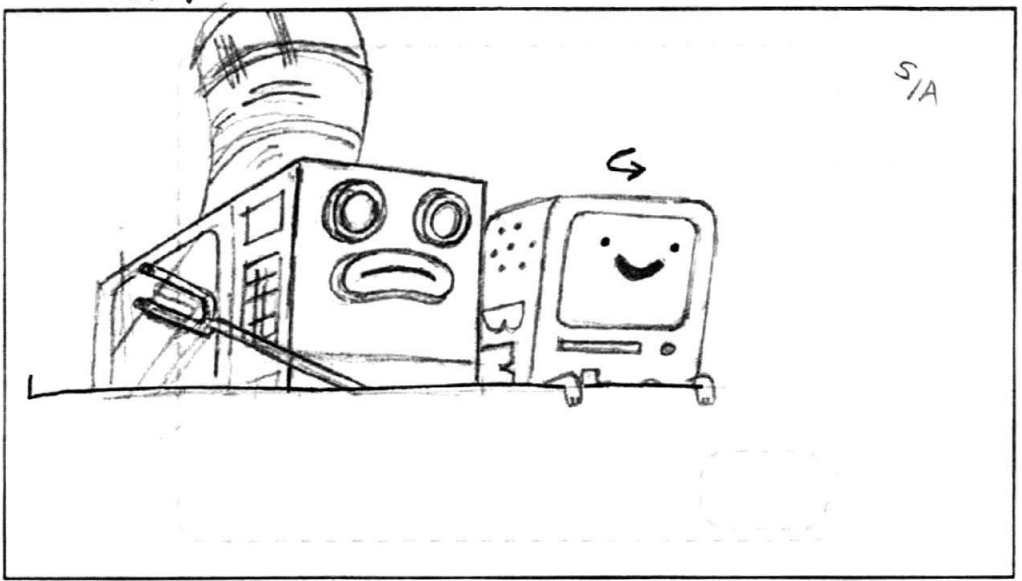


Sc. 4 CONT

Pnl. D

Bg.

day night



Dialog:

BMO: SHH.
(WHISPERING.)

BMO: JUST WATCH. IT HAPPENS ONCE A MONTH,
I PROMISE.
(WHISPERING.)

Action:

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Timing:

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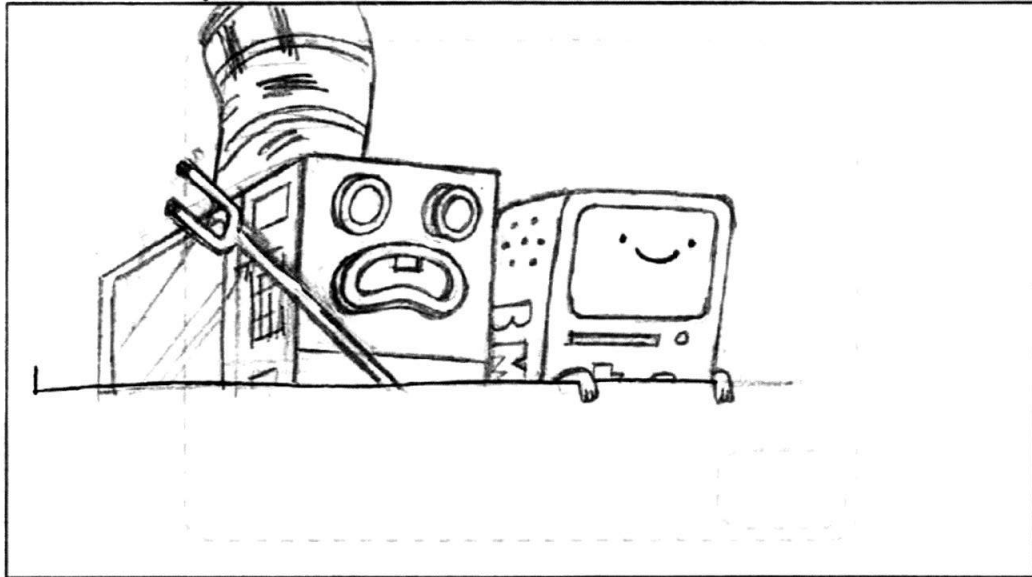
Page 7

Sc. 4 *cont*

Pnl. E

Bg.

day night



Sc. 5

Pnl. A

Bg.

day night



Dialog: NEPTR: BUT WHAT HAPPENS, BMO?

Action: CLOSER ON JAKE, SLEEPING.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 8

Sc. 5 *cont*

Pnl. B

Bg.

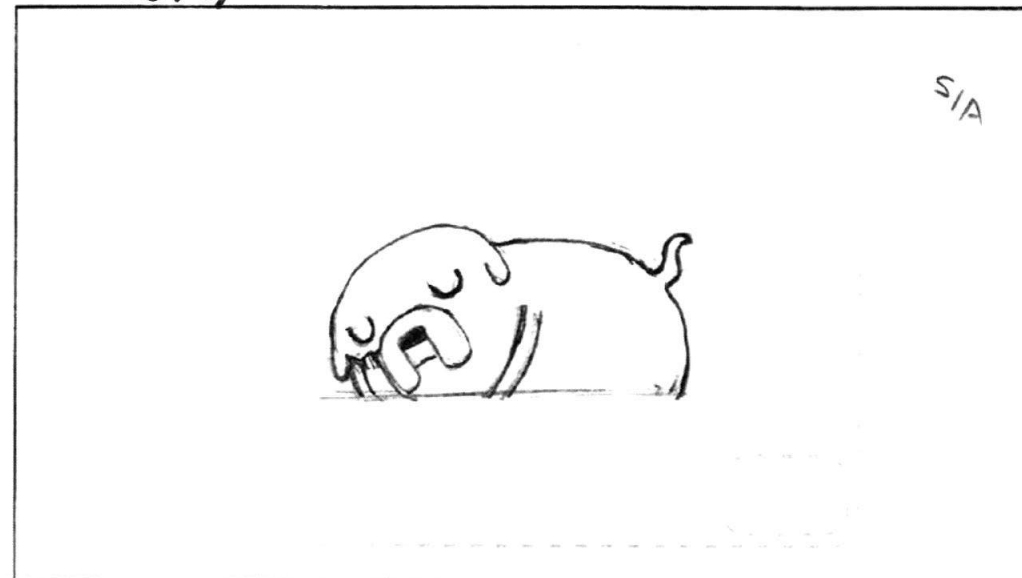
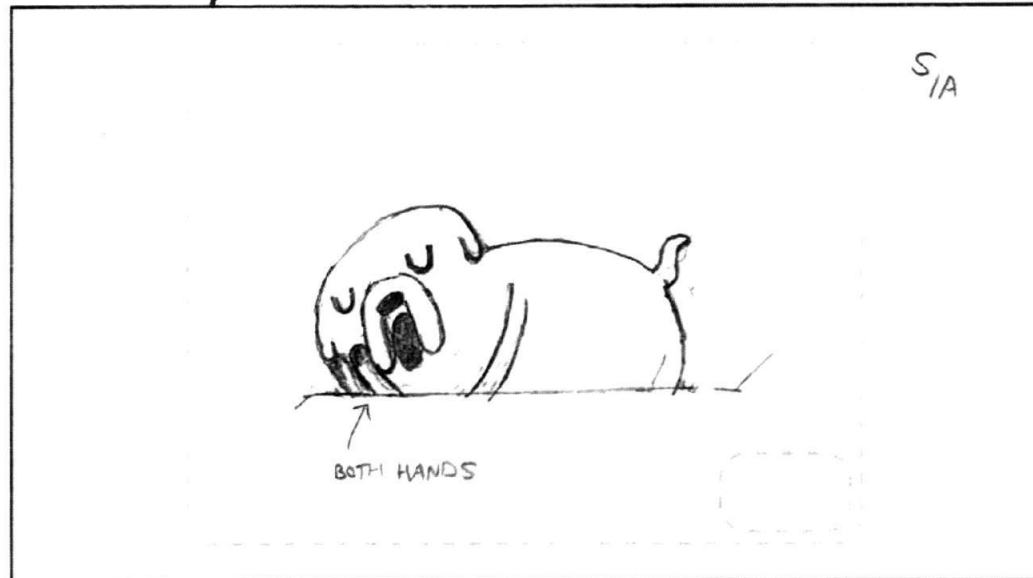
day night

Sc. 5 *CONT*

Pnl. C

Bg.

day night



Dialog:

JAKE: SHNUP!

Action:

JAKE DOES A KIND OF SNORE-YAWN.

RECOVER.

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Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Cut

Sc. 5 CONT

Pnl. D

Bg.

day night

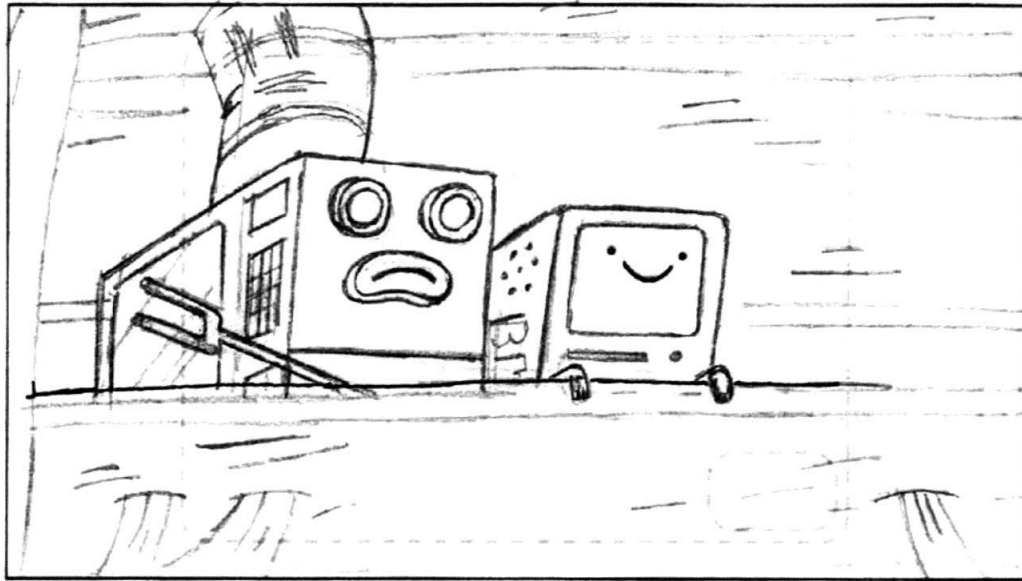


Sc. 6

Pnl. A

Bg.

day night



Dialog:

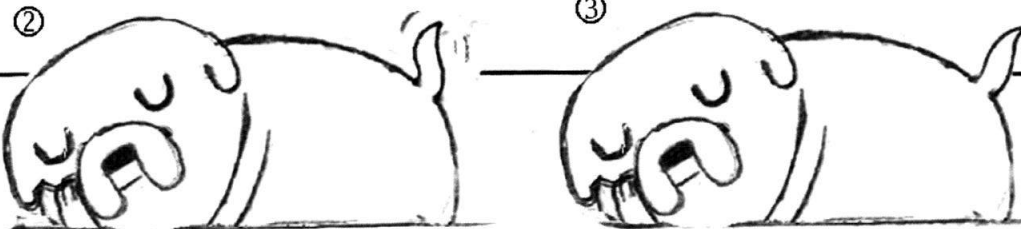
SFX: MAYBE A KIND OF PIZZIGATO
SOUND EFFECT. TWINK!

Action:

JAKE'S TAIL TWITCHES.

ON NEPTR AND BMO AGAIN.

Timing:



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EPISODE #

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1025/162

1025/162

1025/162

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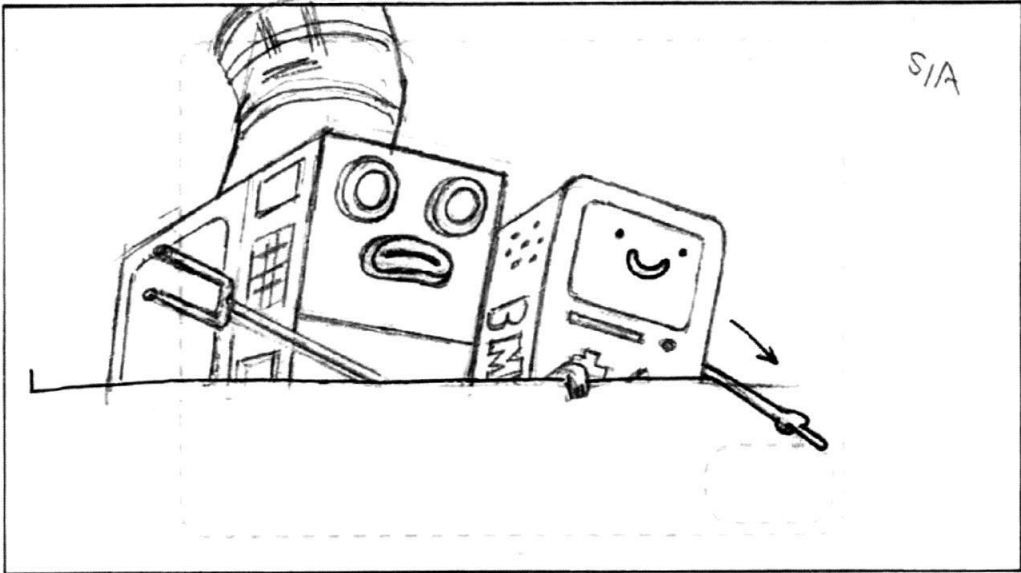
Page 10

Sc. 6 CONT

Pnl. B

Bg.

day night



Sc. 7

Pnl. A

Bg.

day night



Dialog:	BMO (WHISPERING): THIS IS IT!
Action:	ON JAKE SLEEPING.
Timing:	

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Page 11

Sc. 7 *CONT*

Pnl. B

Bg.

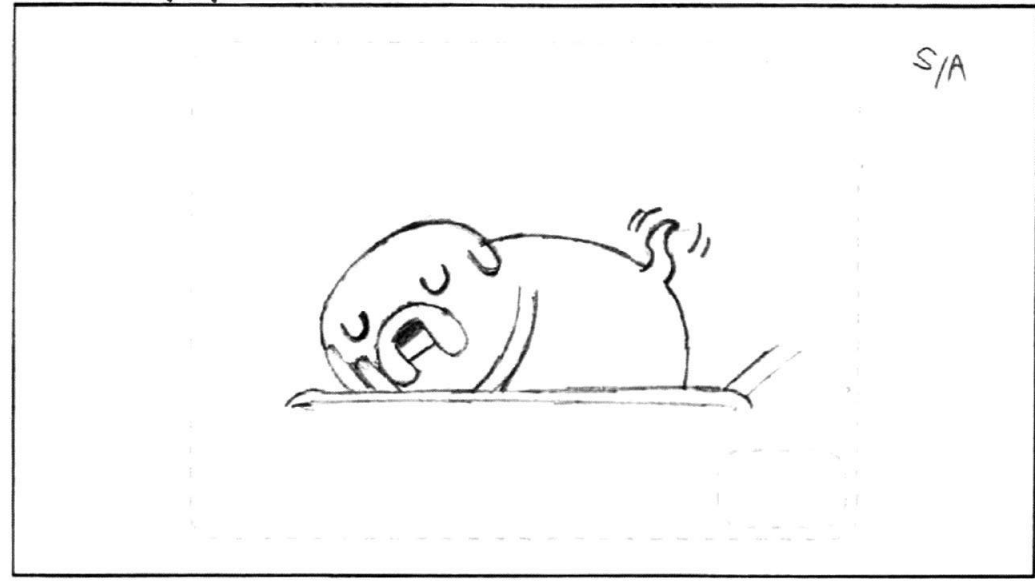
day night

Sc. 7 *CONT*

Pnl. C

Bg.

day night



Dialog: <u>SFX</u> : TWINK!	
Action: TAIL TWITCHES.	PAUSE.
Timing:	

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Page 12

Sc. 7 *CONT*

Pnl. D

Bg.

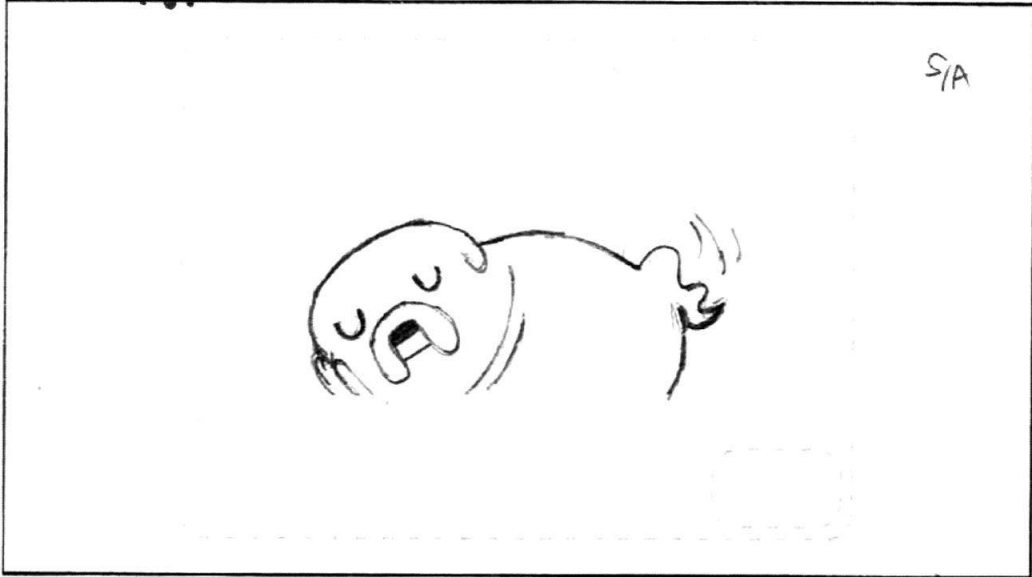
day night

Sc. 7 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action: - JAKE'S TAIL TAKES TWO 'STEPS'.
- JAKE CONTINUES SLEEPING.

- JAKE'S TAIL PAUSES AFTER THE TWO STEPS.
- (KIND OF LIKE 'THE SORCEROR'S APPRENTICE',
MAYBE.)

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Timing:

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Page 13

Sc. 7 *CONT*

Pnl. F

Bg.

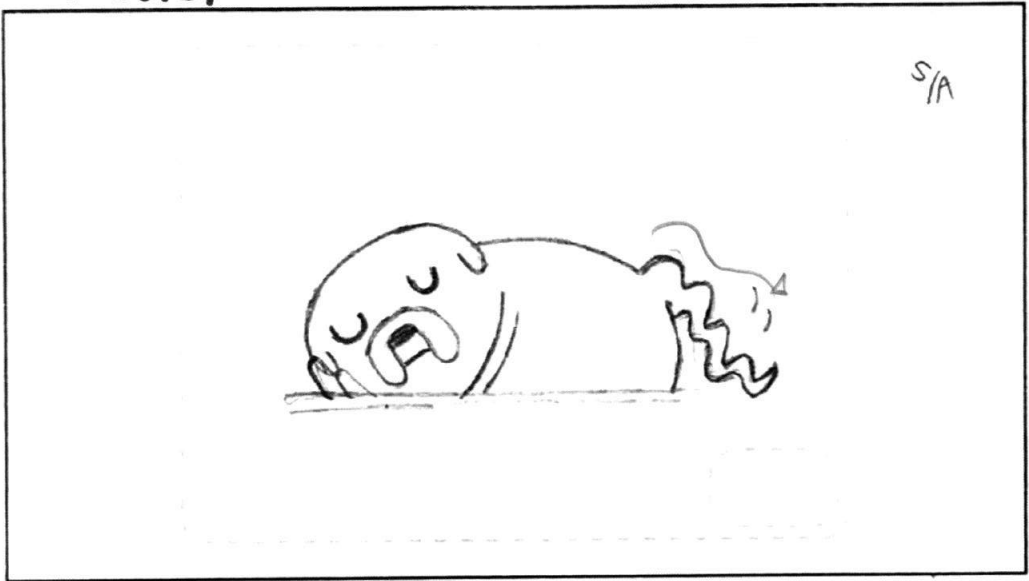
day night


Sc. 7 *CONT*

Pnl. G

Bg.

day night



Dialog:	
Action:	
Timing:	

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Page 14

Sc. 7 *CONT*

Pnl. H

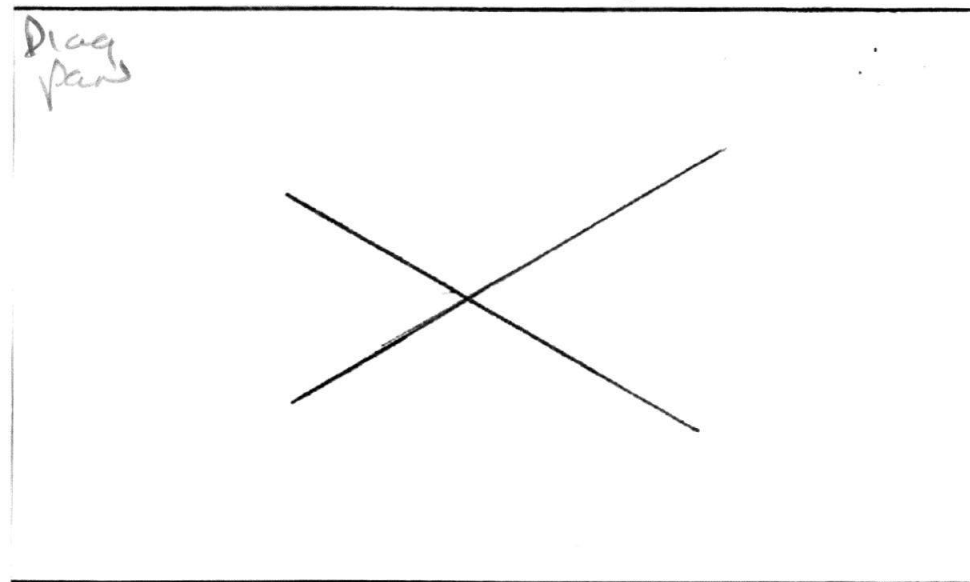
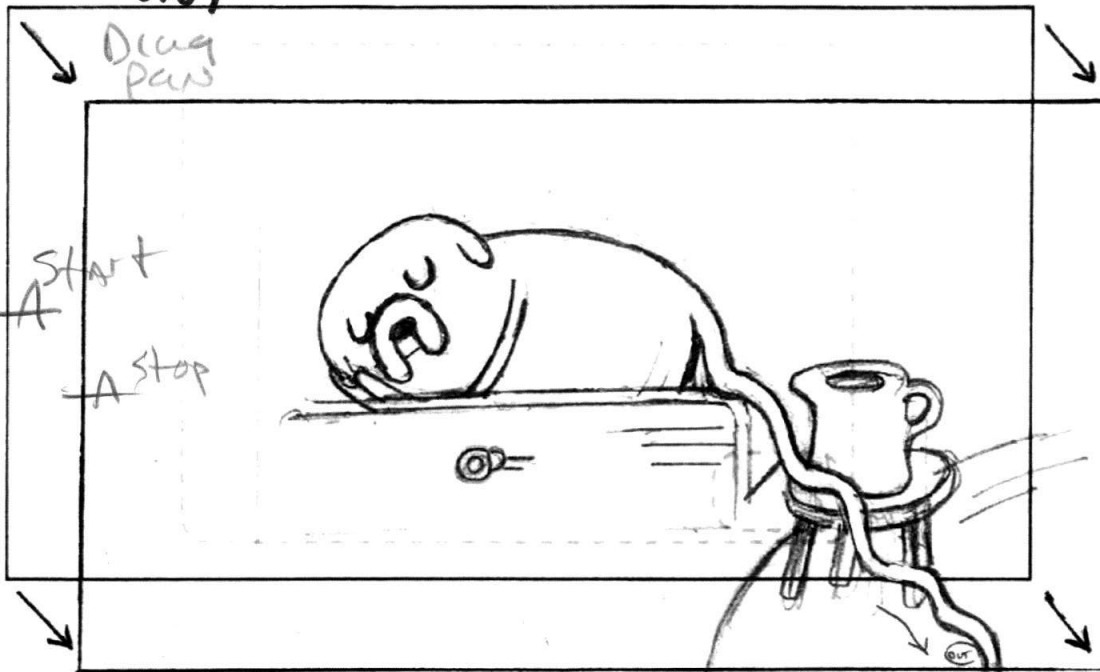
Bg.

day night

Pnl.

Bg.

day night



Action: - JAKE'S TAIL GOES INTO A FULL WALK AND GOES OFF-SCREEN.
- PAN W. ACTION

Timing:

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Production :

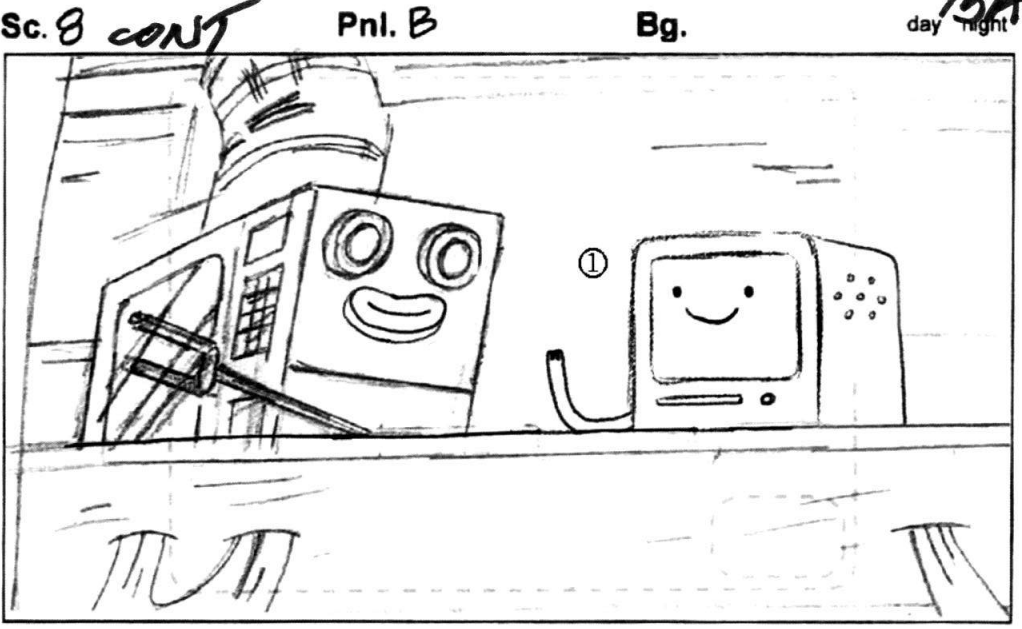
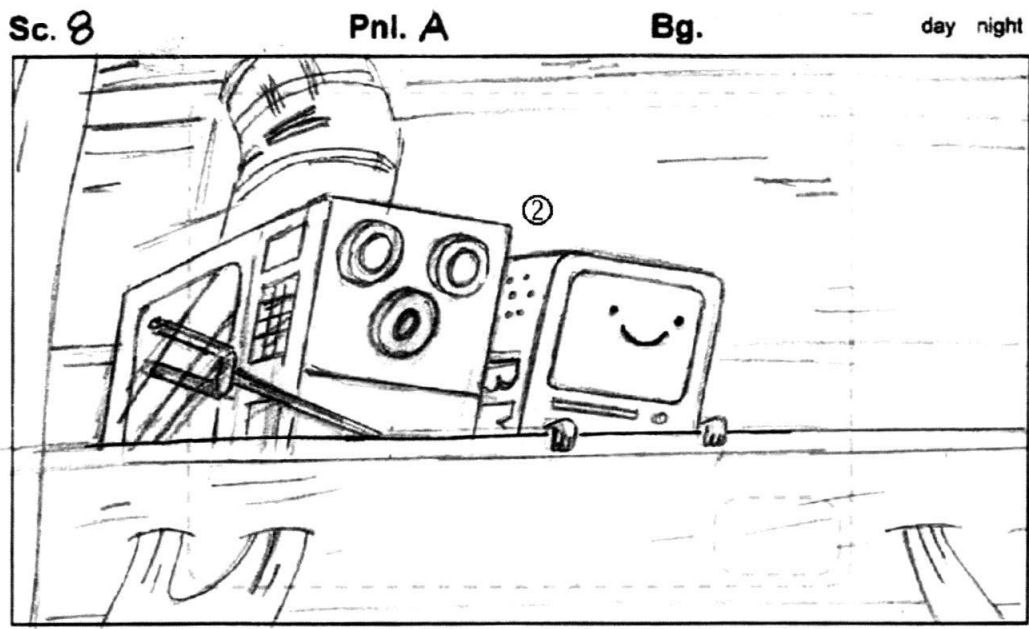
1025/162

1025/162

1025/162

Cut

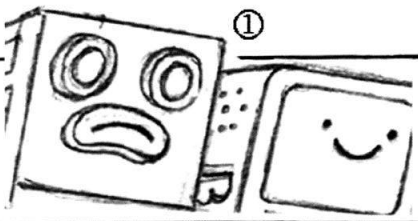
ADVENTURE TIME

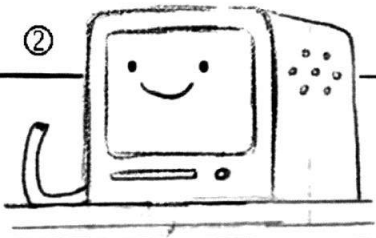


Dialog: NEPTR: (IMPRESSED) OOOH.

Action: ON NEPTR AND BMO. NEPTR IS IMPRESSED, BMO IS HAPPY. NEPTR AND BMO GO OFF-SCREEN TO FOLLOW THE TAIL.

Timing:





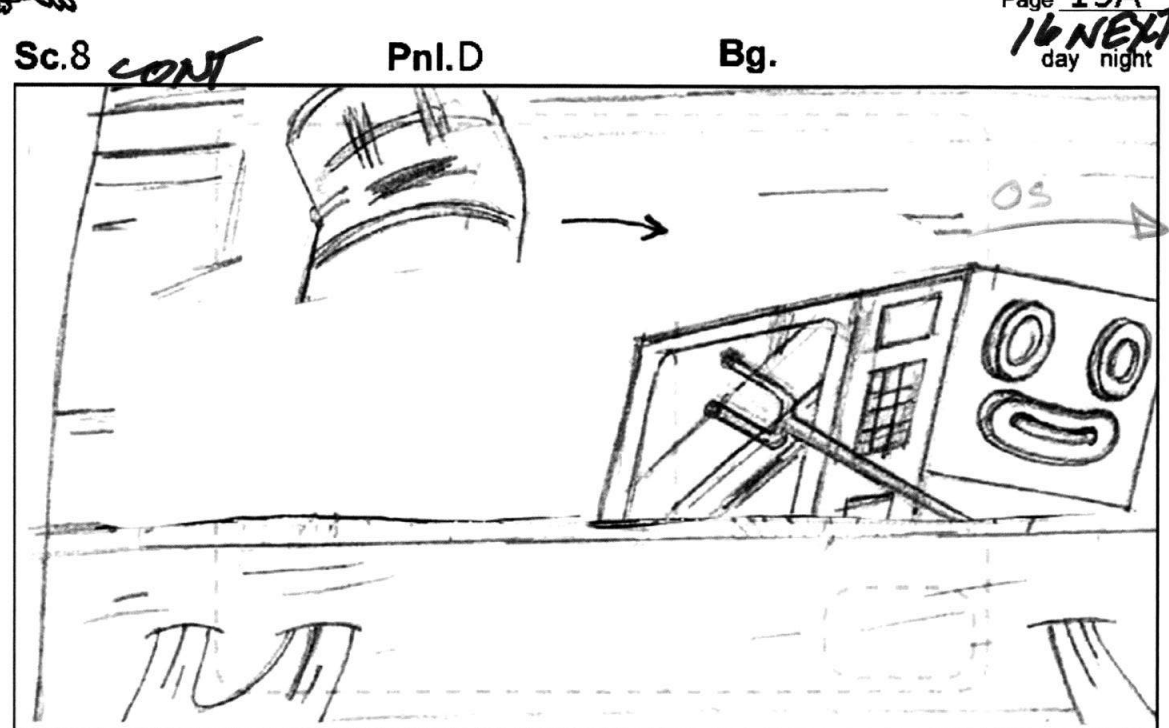
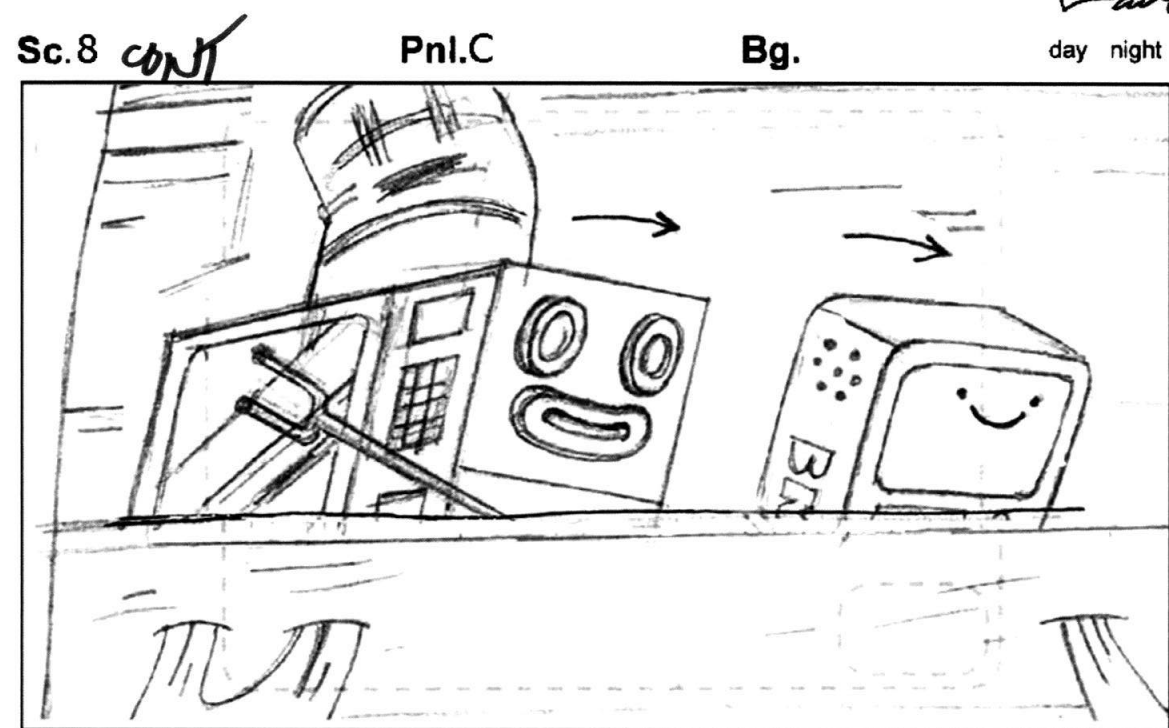
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Cut

Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 16

Sc. 9

Pnl. A

Bg.

day night

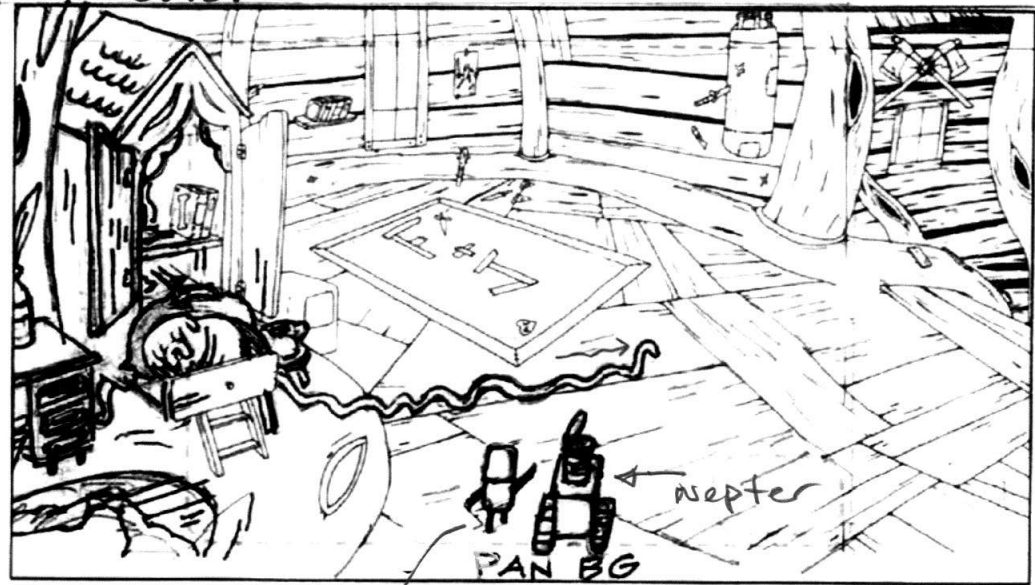


Sc. 9 CONT

Pnl. B

Bg.

day night

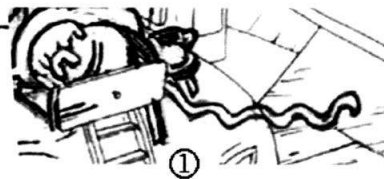


Dialog:

Action:

- JAKE'S TAIL CROSSES THE ROOM.
- BMO AND NEPTR FOLLOW THE TAIL.
- PAN W. ACTION.

Timing:



CAM ADJ.



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1025/162

1025/162

1025/162

ADVENTURE TIME



Hi
Curt

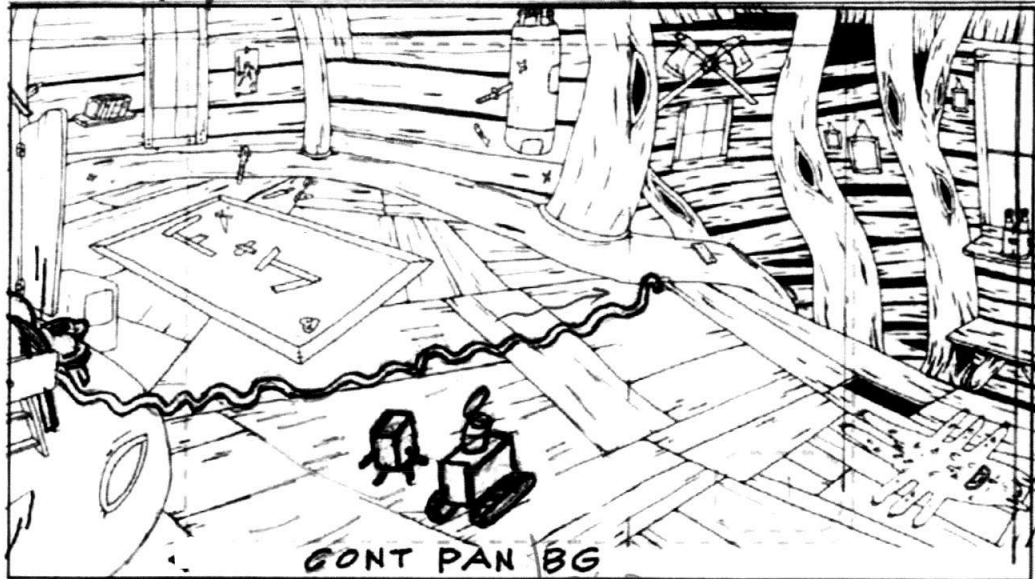
Page 17

Sc. 9 *CONT*

Pnl. C

Bg.

day night

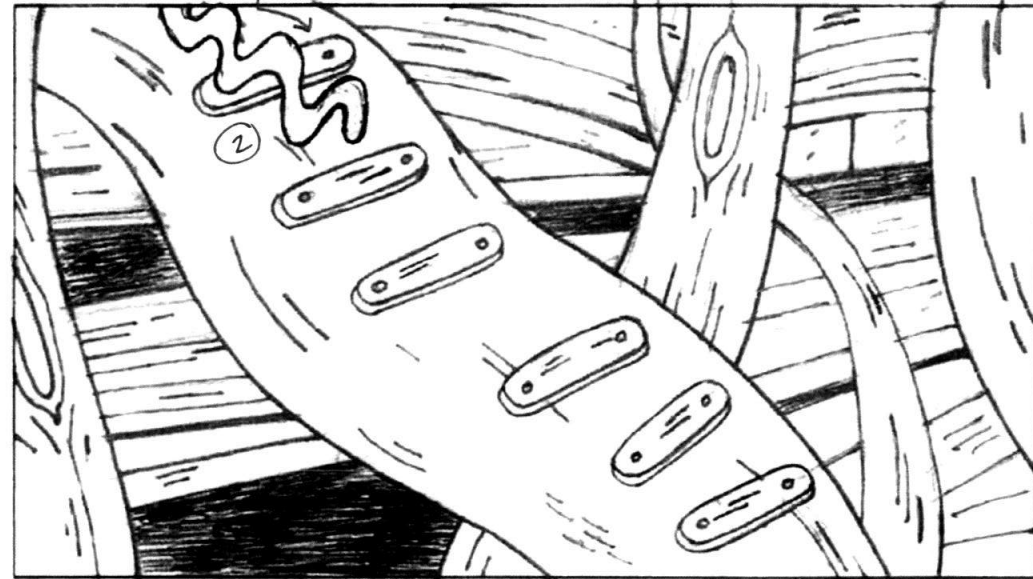


Sc. 10

Pnl. A

Bg.

day night



EPISODE #

1025/162

Dialog:

Action:

JAKE'S TAIL WALKS DOWN A TREE LADDER,
JAUNTILY.

Timing:

DEC 13 2013

Production :



1025/162

1025/162

ADVENTURE TIME



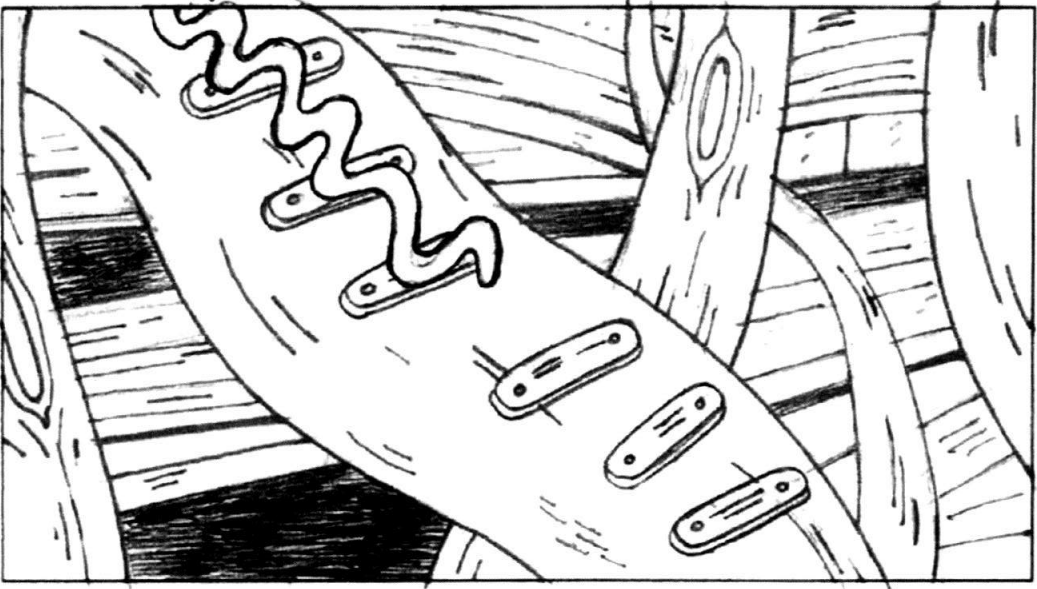
Page 18

Sc. 10 *cont*

Pnl. B

Bg.

day night

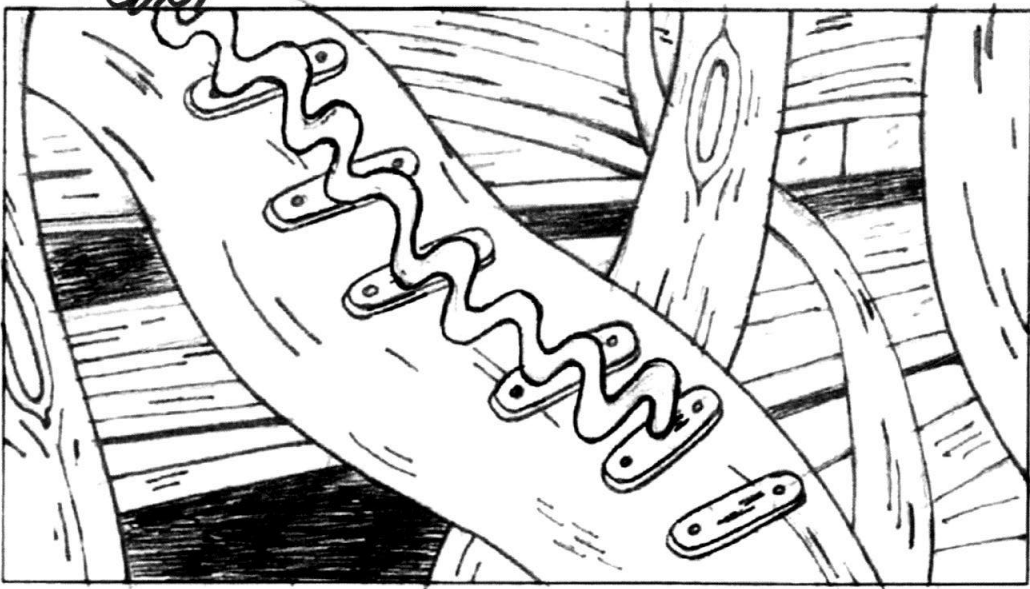


Sc. 10 *cont*

Pnl. C

Bg.

day night



Dialog:
Action:
Timing:

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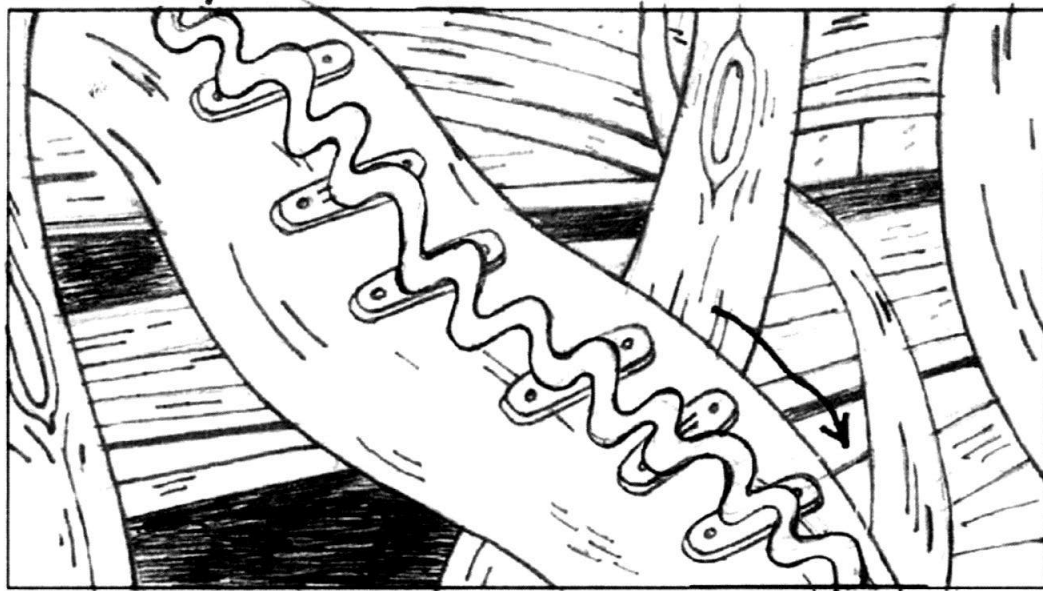
Page 19

Sc. 10 *cont*

Pnl. D

Bg.

day night

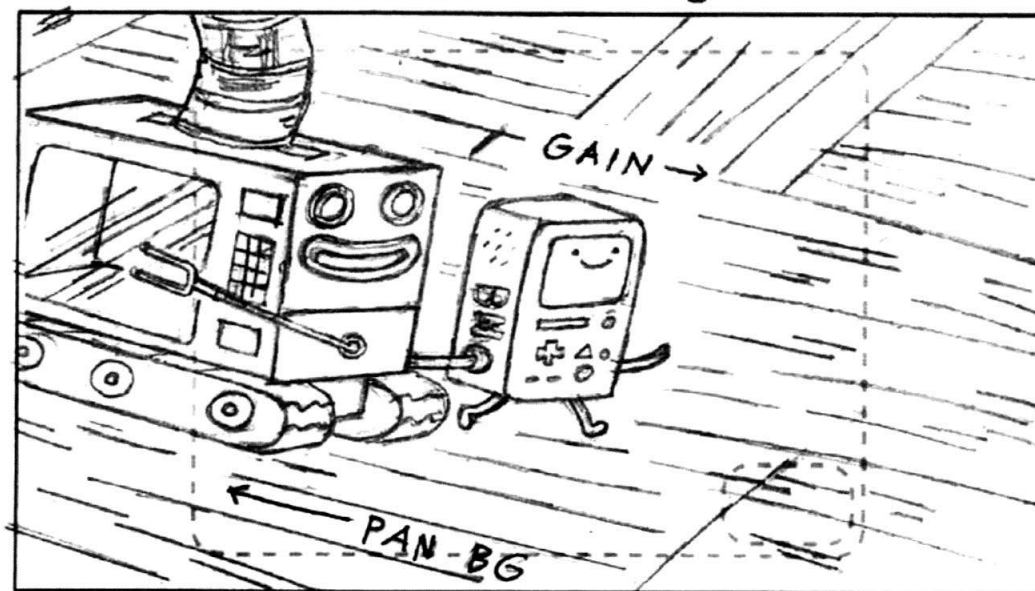


Sc. 11

Pnl. A

Bg.

day night



Dialog:

Action:

NEPTR AND BMO PURSUE JAKE'S TAIL (BUT THEY KEEP A DISTANCE BEHIND IT.)

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Timing:

EPISODE #

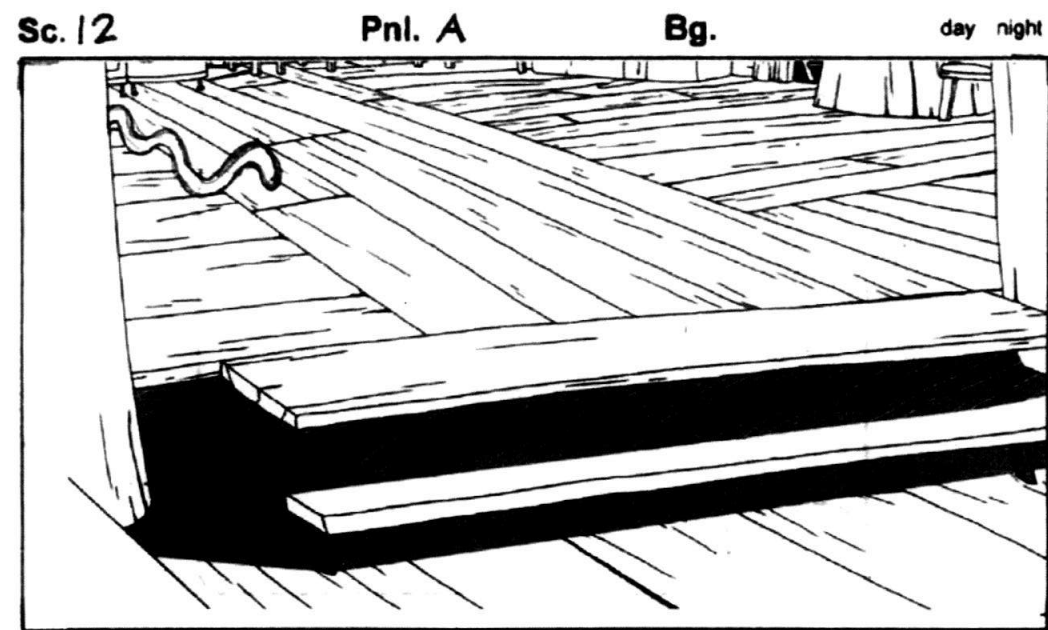
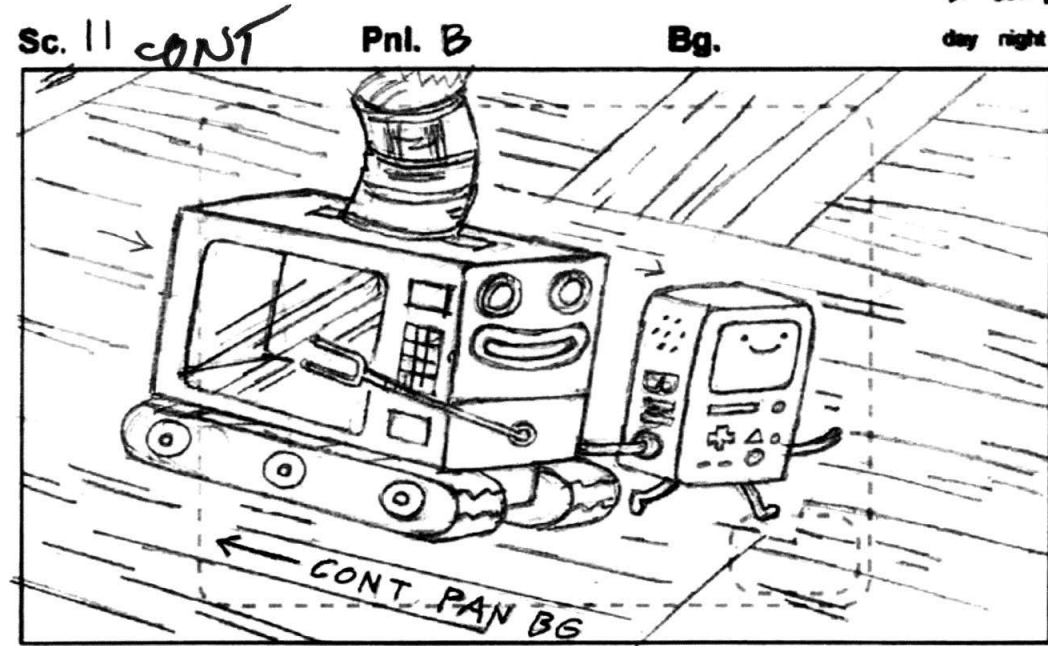
Production :

ADVENTURE TIME



Ant

Page 20



EPISODE #

Production :

Dialog:	
Action:	JAKE'S TAIL WALKS DOWN SOME STEPS INTO THE LIVING ROOM. (JAUNTY, NOT SLOW.)
Timing:	DEC 13 2013

1025/162

1025/162

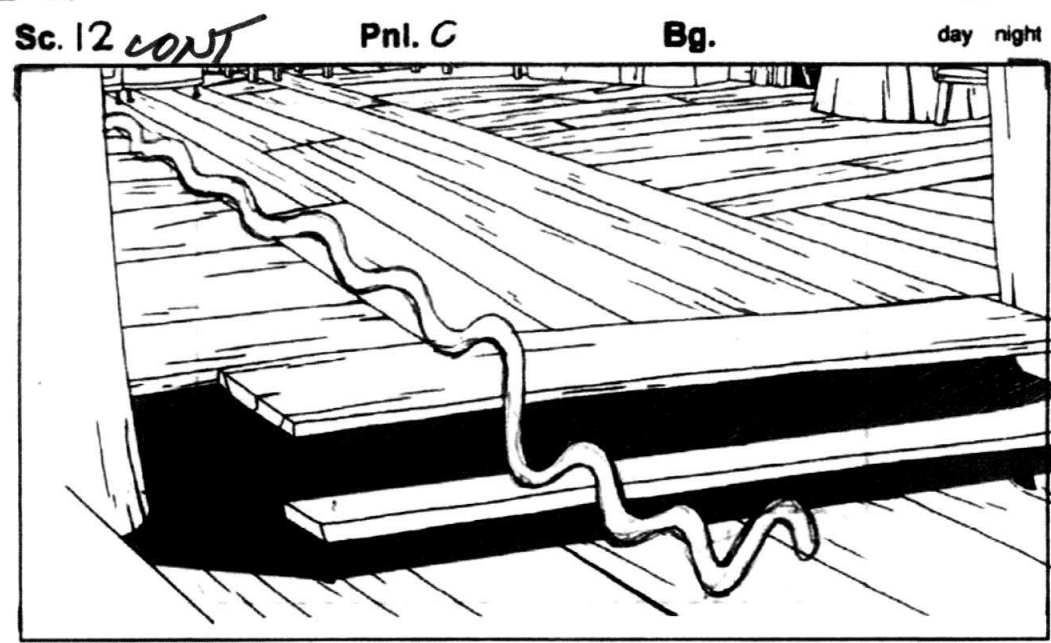
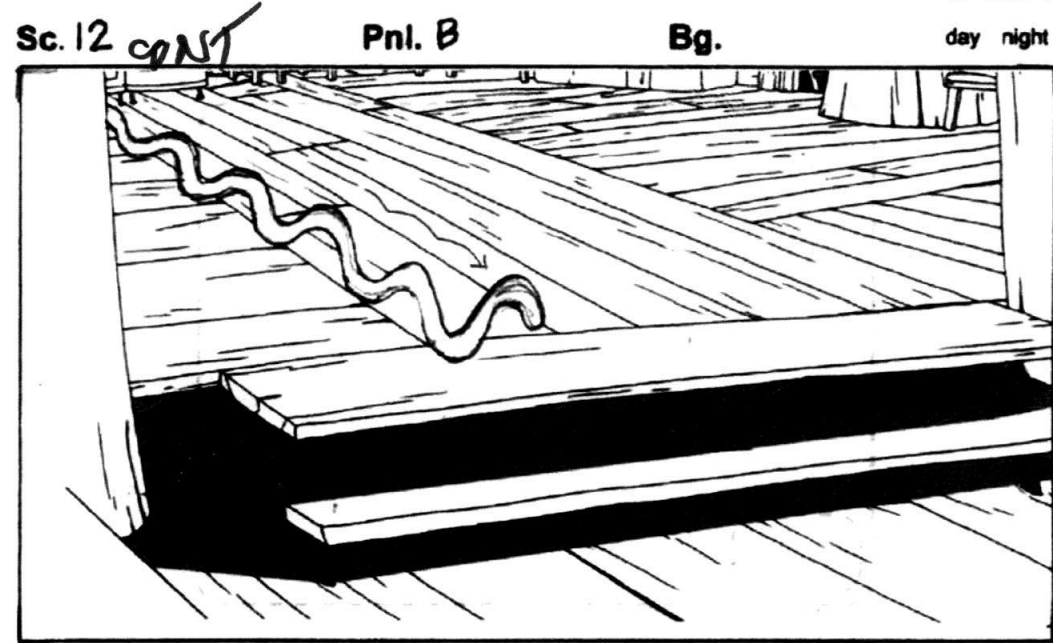
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ADVENTURE TIME



Page 21



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

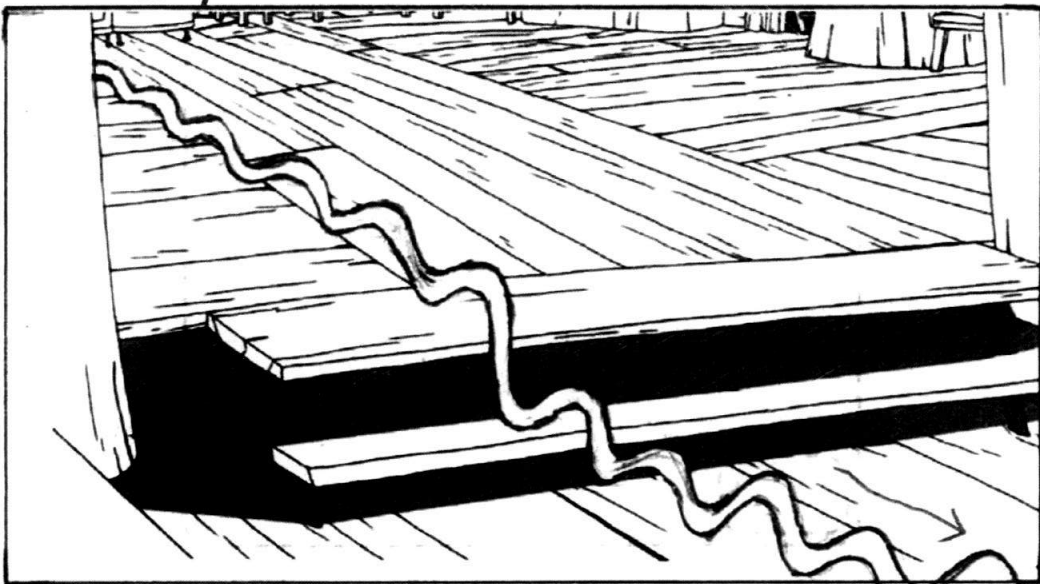


Sc. 12 *cont*

Pnl. D

Bg.

day night

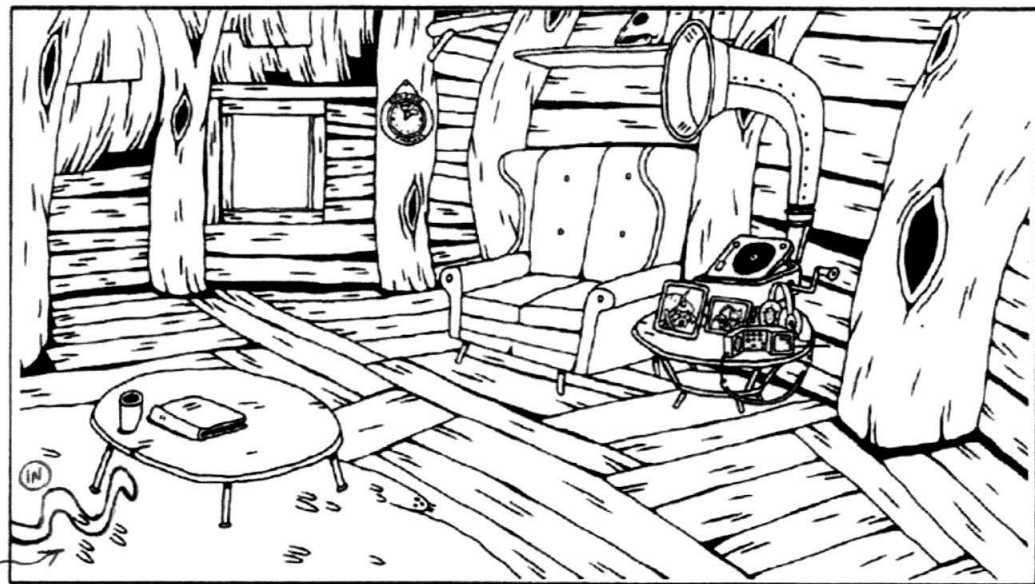


Sc. 13

Pnl. A

Bg.

day night



EPISODE #

Dialog:

Action:

JAKE'S TAIL WALKS OVER TO A COMFY CHAIR.

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Timing:

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1025/162

1025/162

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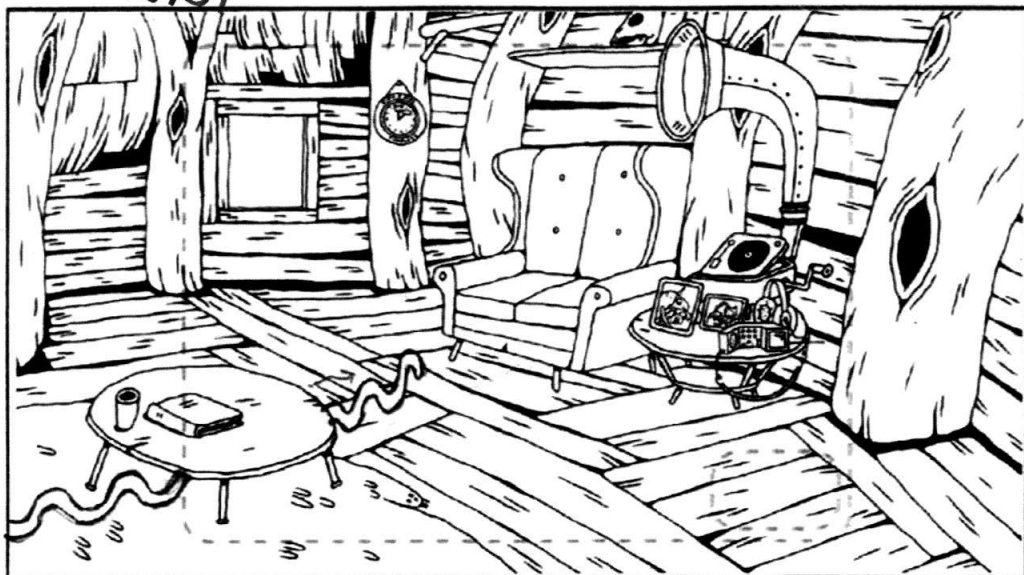
Page **23**

Sc. 13 *CONT*

Pnl. B

Bg.

day night

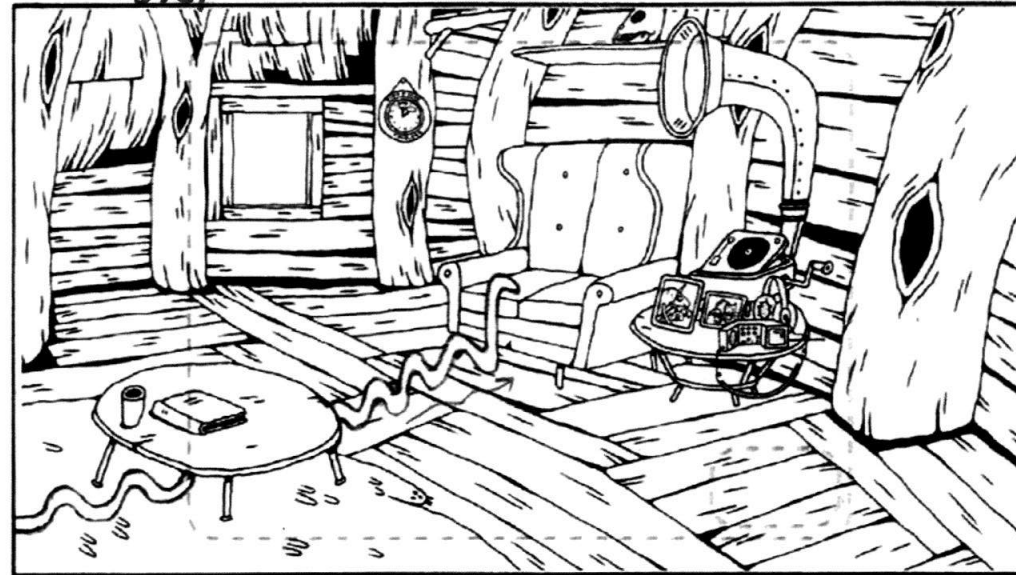


Sc. 13 *CONT*

Pnl. C

Bg.

day night



Dialog: SFX: BUMP BUMP BUMP
(HEAD HITTING COFFEE TABLE AS HE
WALKS UNDER IT.)

Action:

Timing:

DEC 13 2010

EPISODE #

Production :

1025/162

1025/162

1025/162

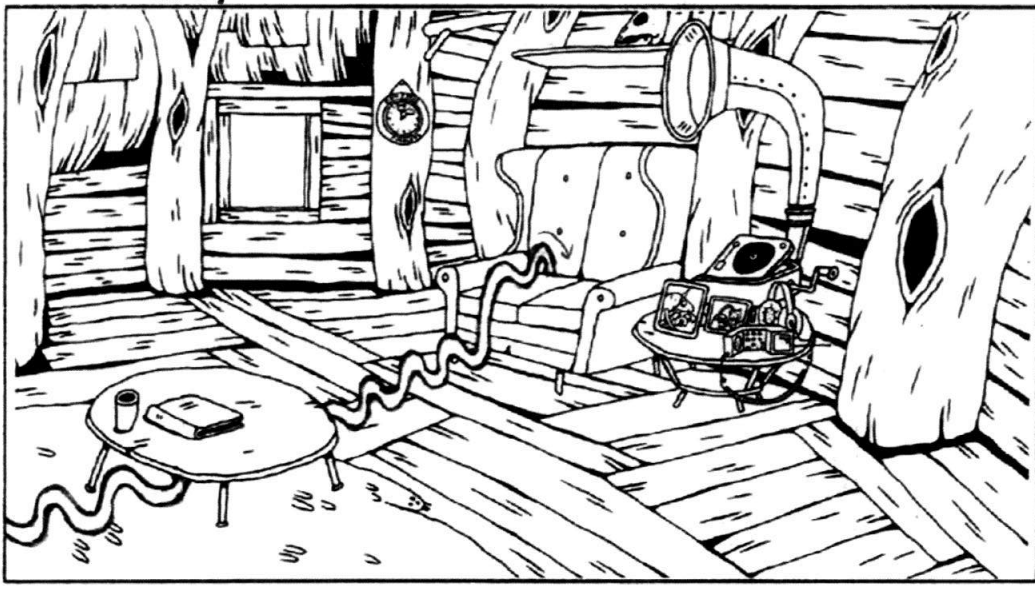
ADVENTURE TIME



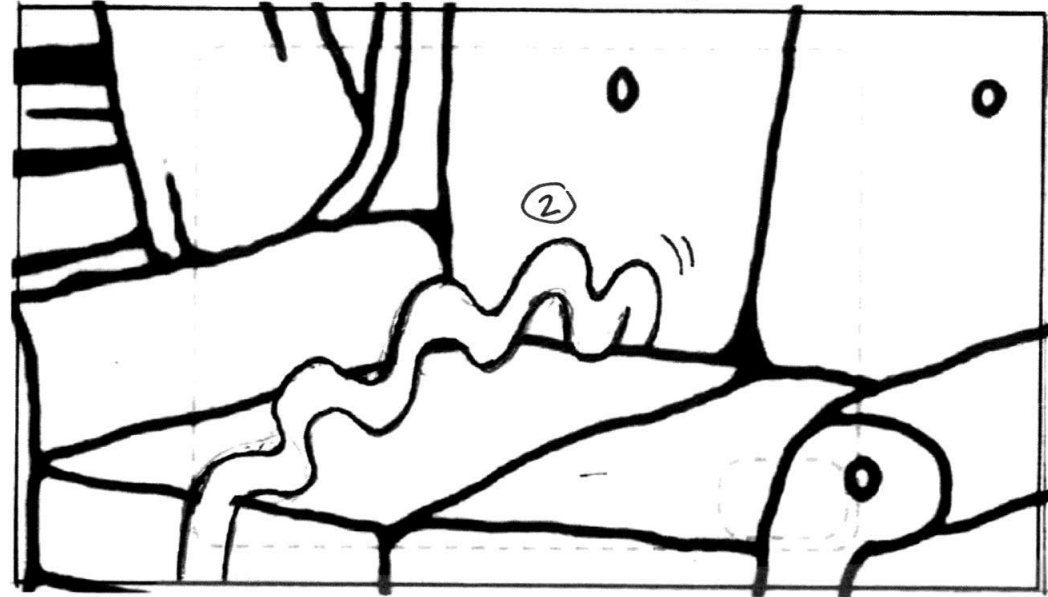
HO
CUT

No Sc. 14 Page 24

Sc. 13 *cont* Pnl. D Bg. day night



Sc. 15 Pnl. A Bg. day night



EPISODE #

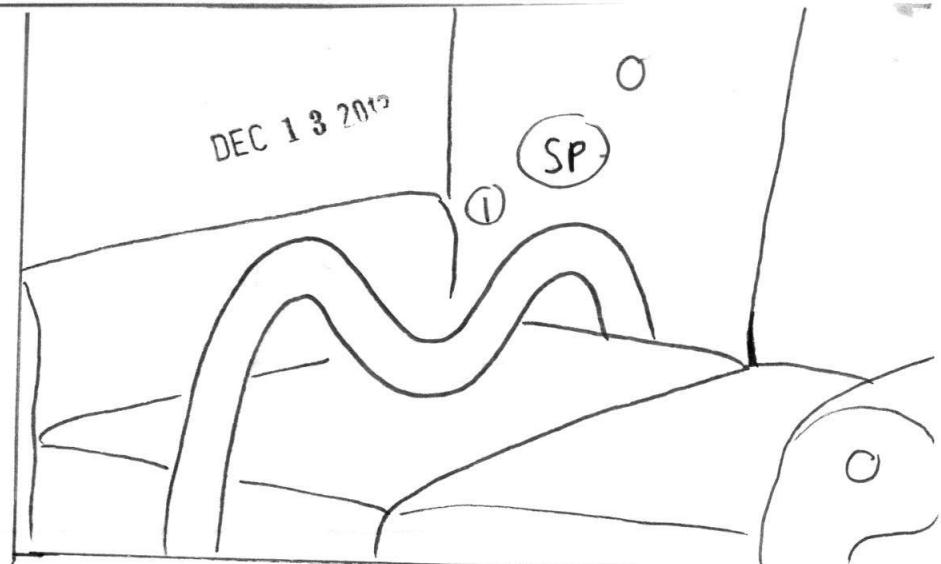
Dialog:

Action: JAKE'S TAIL DIGS INTO THE COMFY CHAIR.

Timing:

MATCH ACTION → ← MATCH ACTION

-CLOSE ON
JAKE'S TAIL
DIGGING INTO
THE COMFY
CHAIR



1025/162

1025/162

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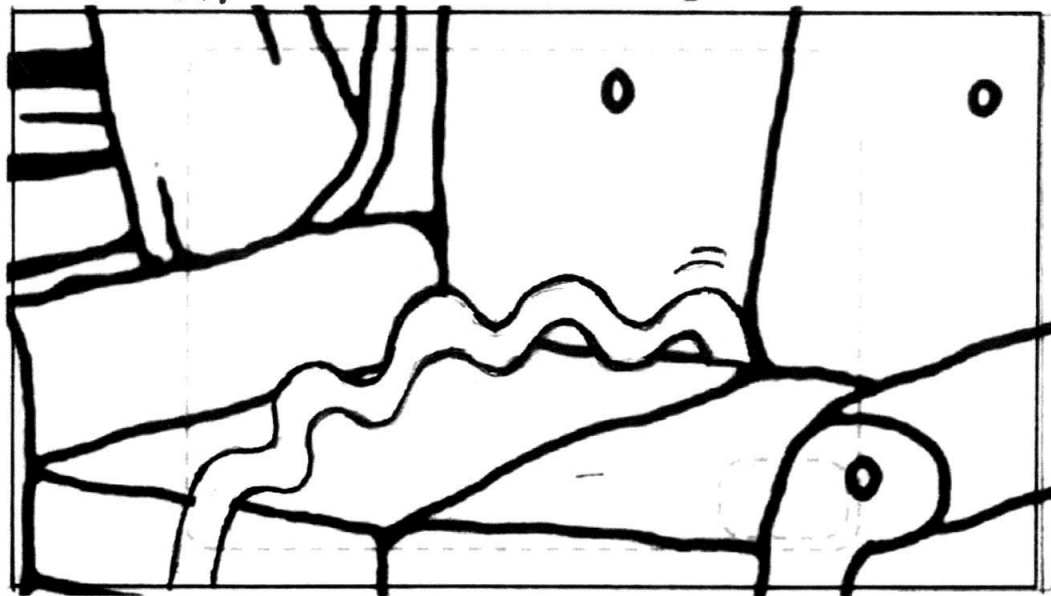
Page 25

Sc. 15 CONT

Pnl. B

Bg.

day night

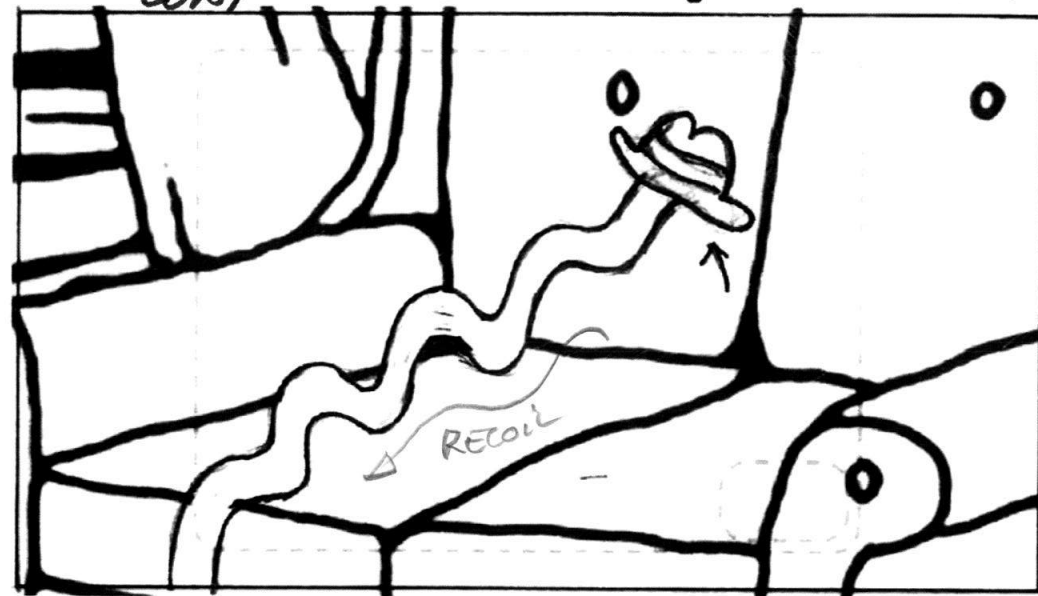


Sc. 15 CONT

Pnl. C

Bg.

day night



Dialog:

Action:

JAKE'S TAIL RETRIEVES A SLOUCH HAT
FROM THE CUSHIONS.

Timing:

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Production :

1025/162

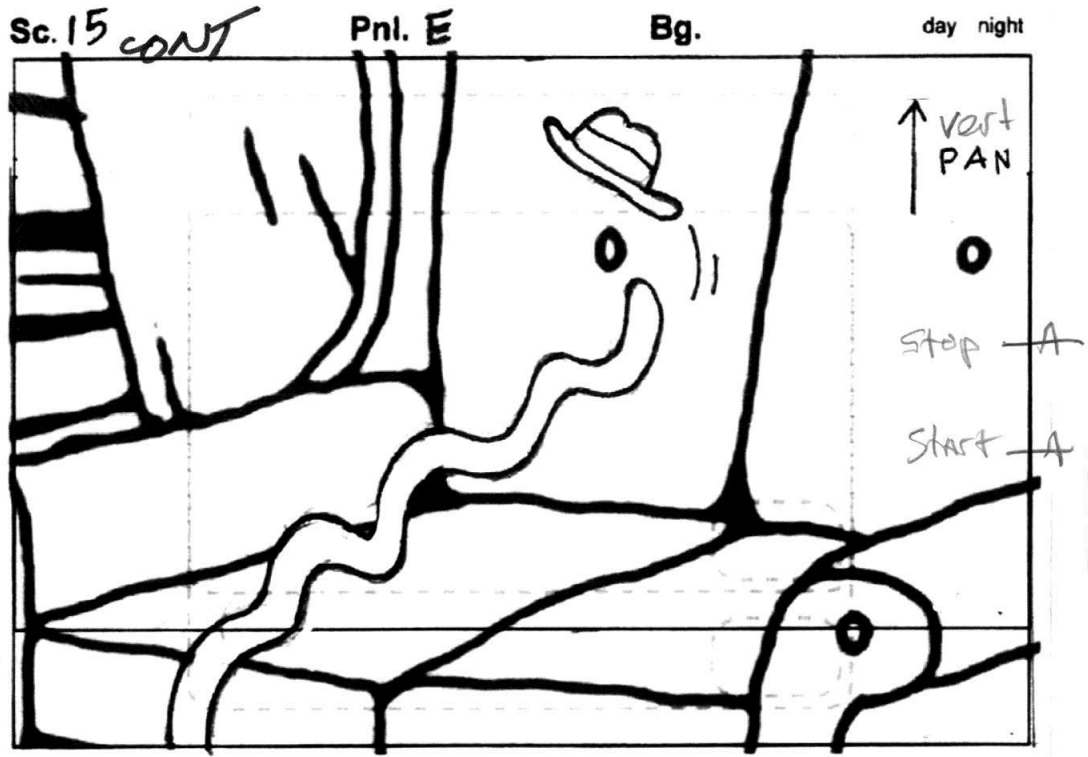
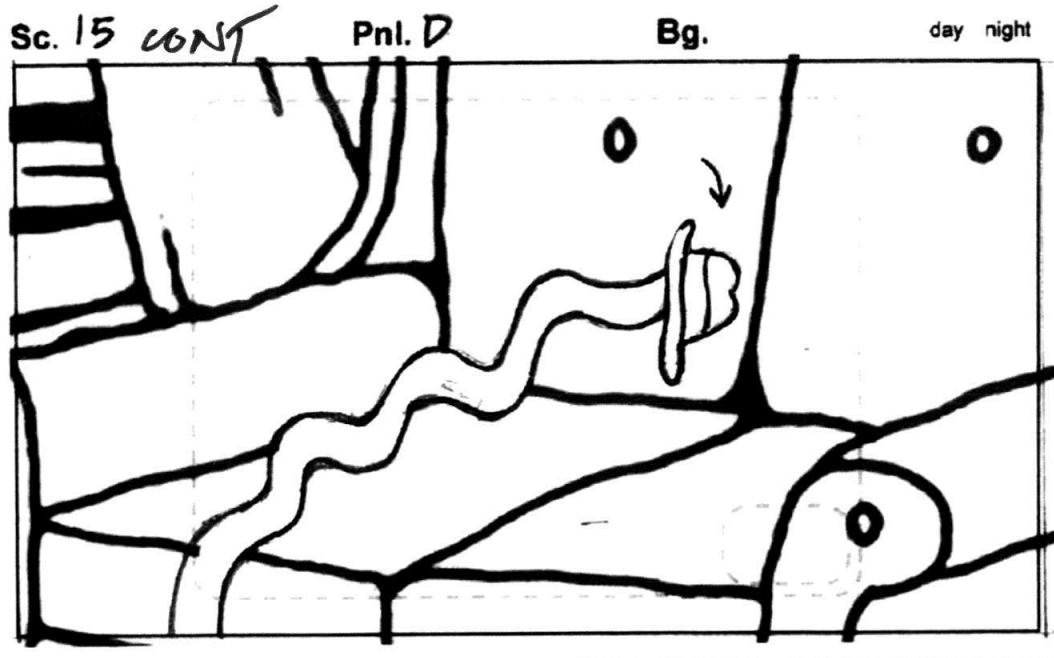
1025/162

1025/162

ADVENTURE TIME



Page 26



EPISODE #

Dialog:

Action: ANTIC.

- JAKE'S TAIL TOSSES THE HAT UP.
- PAN UP W. ACTION.

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Timing:

Production :

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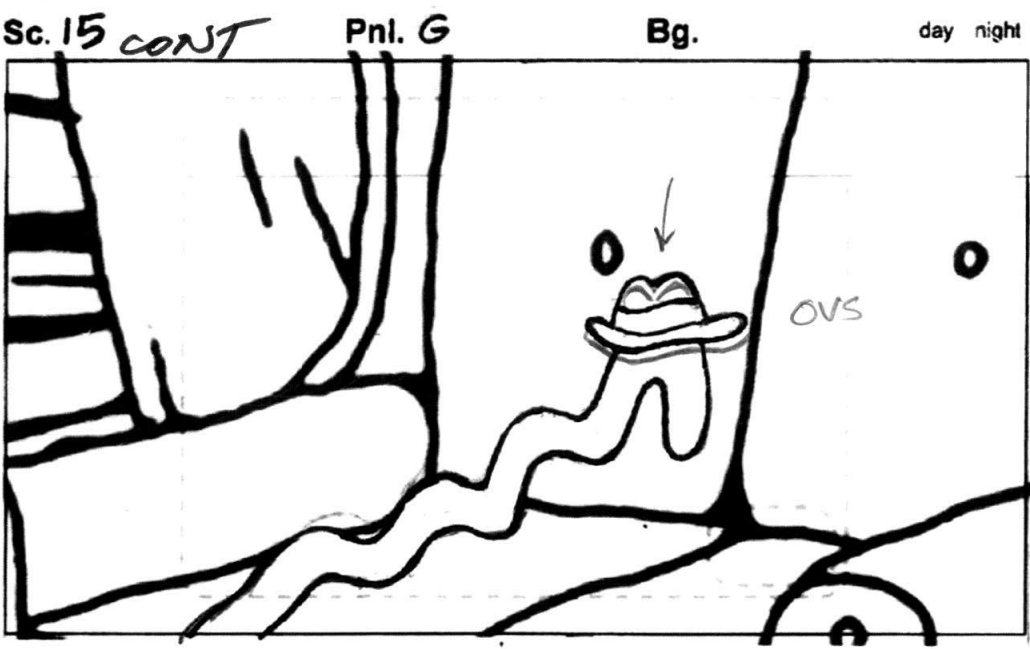
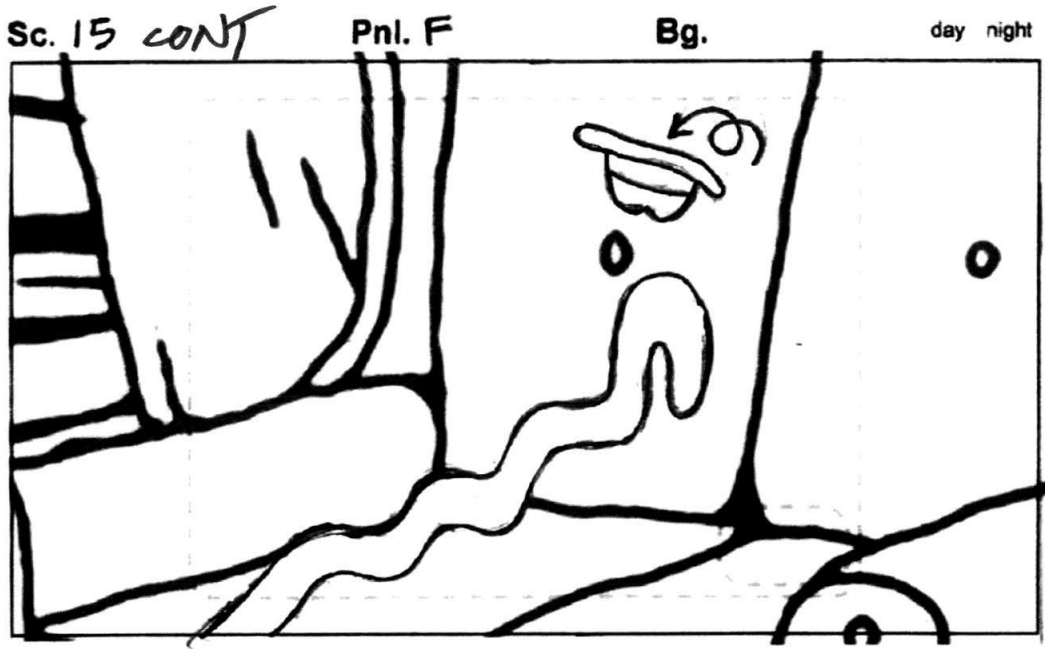
1025/162

1025/162

ADVENTURE TIME



Page 27



Dialog:
Action: - HAT SPINS IN AIR
POSE OF JAKE'S TAIL, NOW WEARING THE HAT.
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

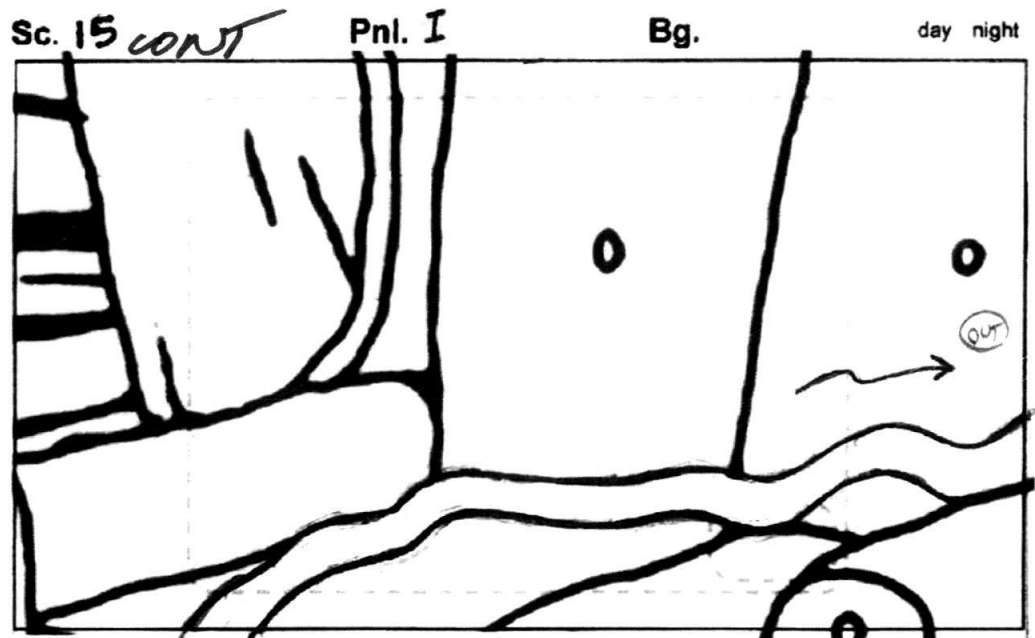
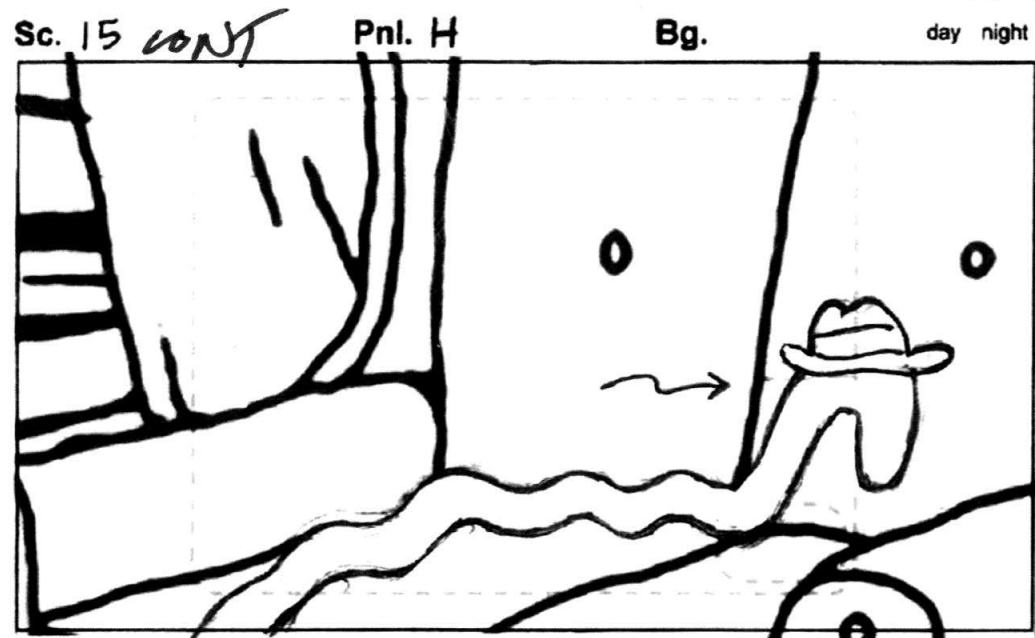
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ADVENTURE TIME



Page 28

Cut



Dialog:
Action: JAKE'S TAIL WALKS OUT.
Timing:

DEC 13 2013

EPISODE #
Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



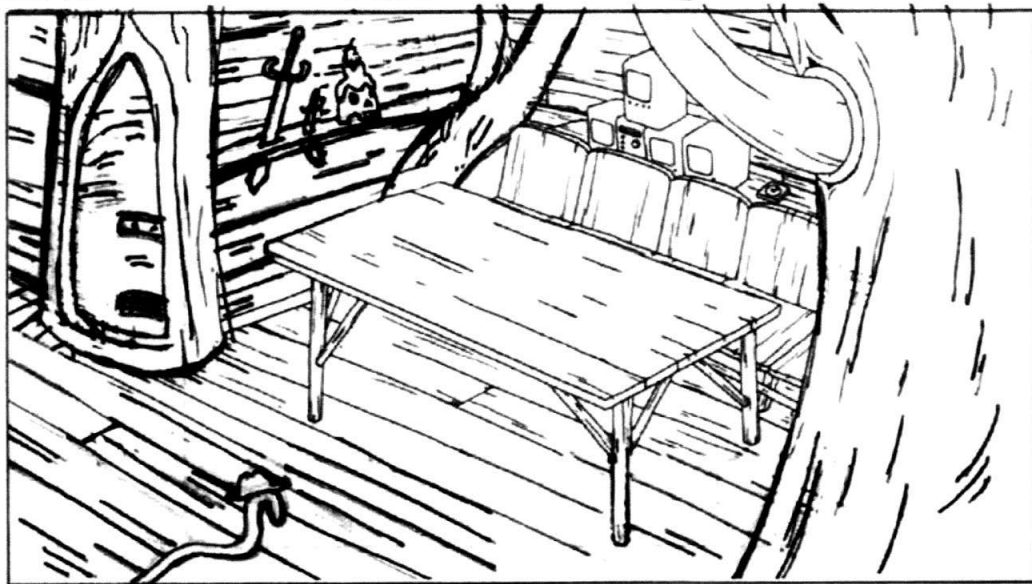
Page 29

Sc. 16

Pnl. A

Bg.

day night

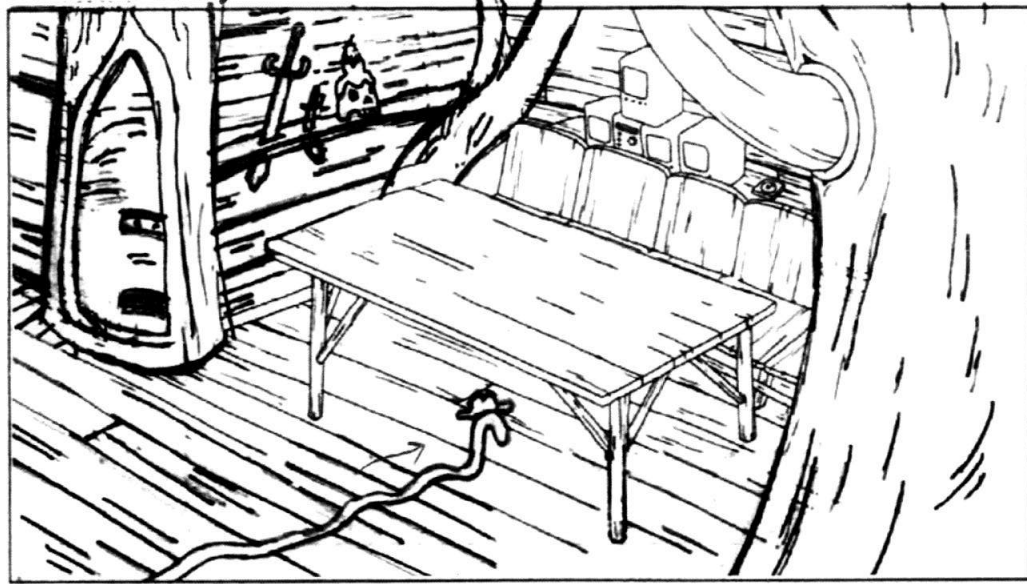


Sc. 16 cont

Pnl. B

Bg.

day night



Dialog:

Action: JAKE'S TAIL WALKS TO THE KITCHEN TABLE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

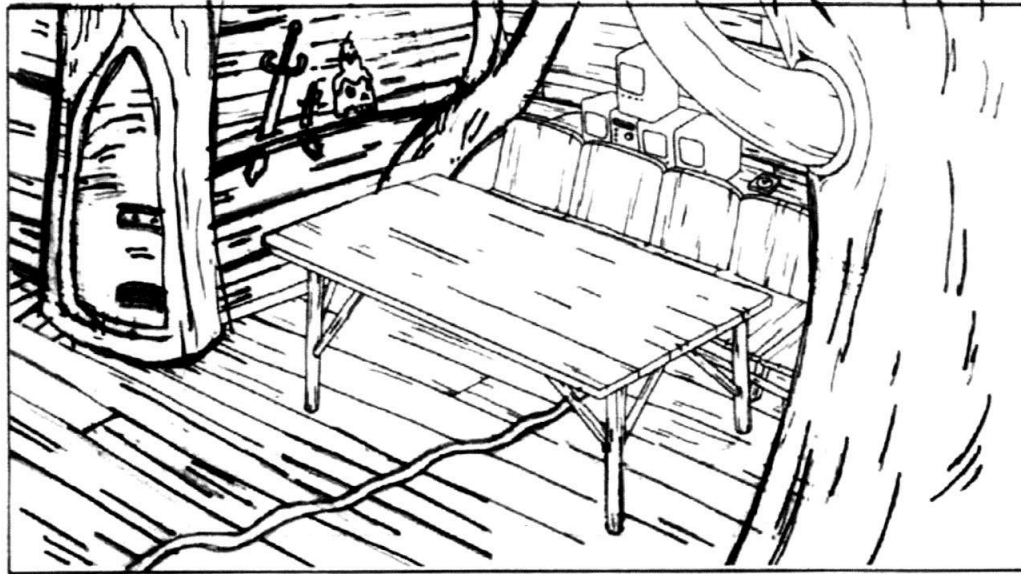
1025/162

ADVENTURE TIME

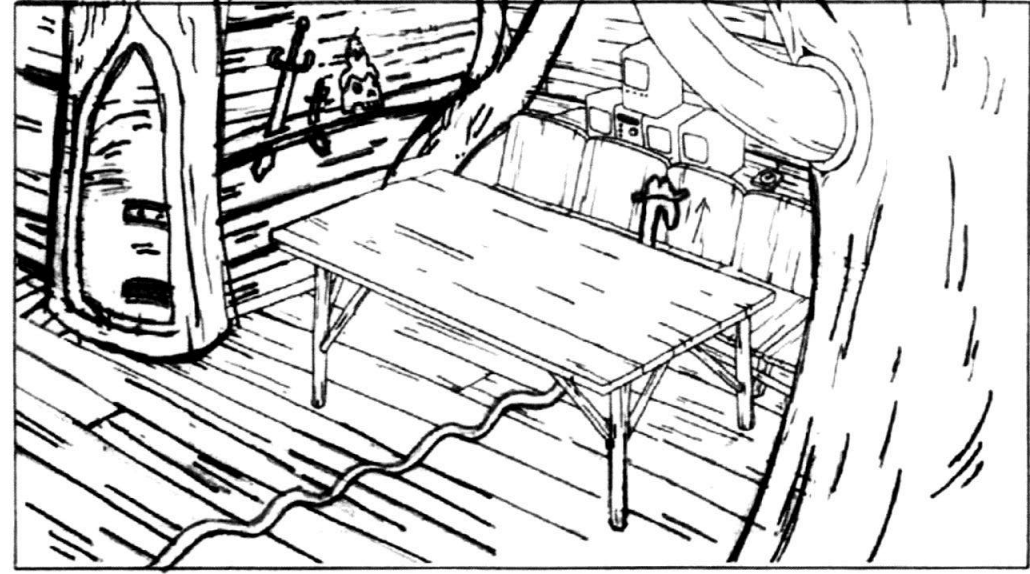


Page **30**

Sc. 16 *CONT* Pnl. C Bg. day night



Sc. 16 *CONT* Pnl. D Bg. day night



Dialog:
Action:
Timing:

DEC 1 2 2012

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



HUT

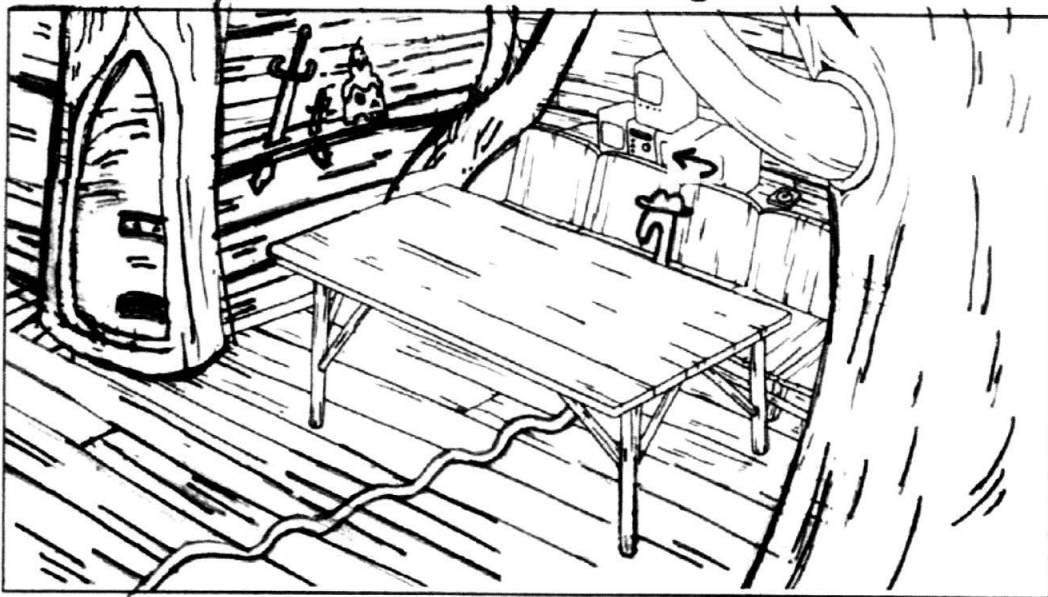
Page 31

Sc. 16 cont

Pnl. E

Bg.

day night

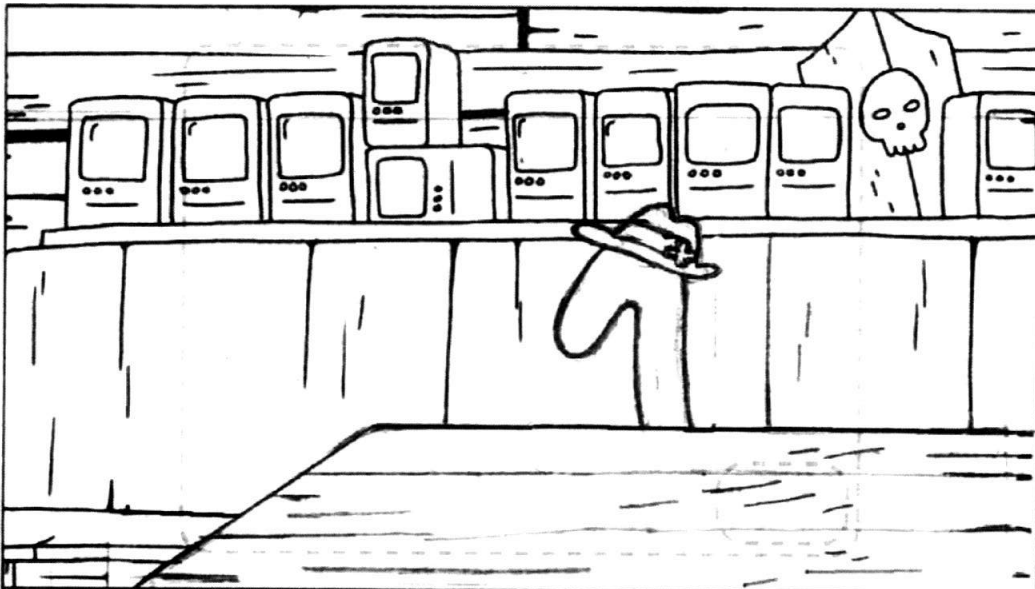


Sc. 17

Pnl. A

Bg.

day night



Dialog:	
Action:	-TAIL TURNS CLOSE ON JAKE'S TAIL BEHIND THE KITCHEN TABLE. DEC 13 2013
Timing:	

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



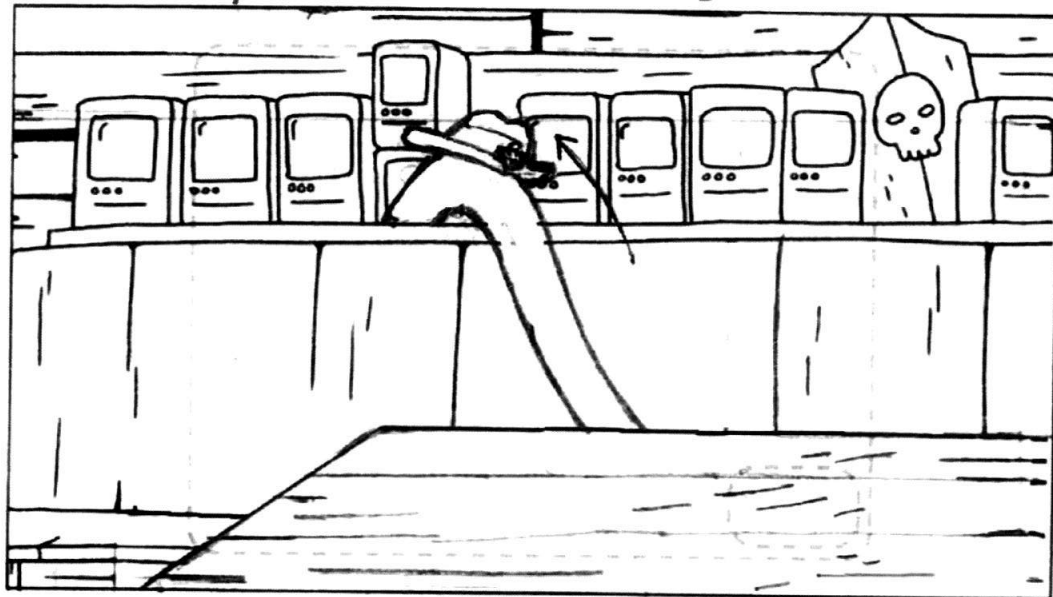
Page 32

Sc. 17 *cont*

Pnl. B

Bg.

day night

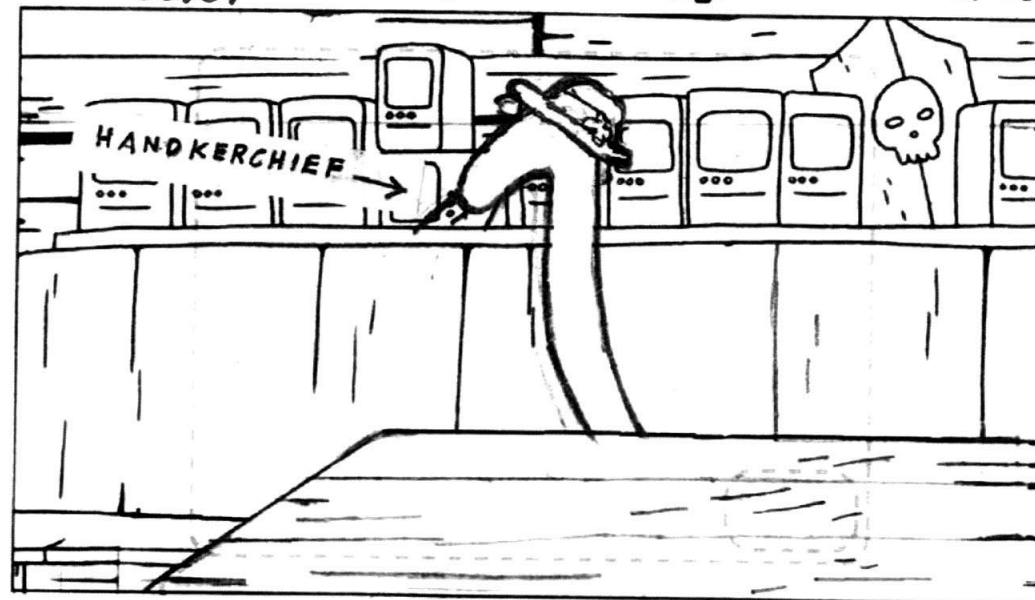


Sc. 17 *cont*

Pnl. C

Bg.

day night



Dialog:

Action: JAKE'S TAIL MOVES TO GET SOMETHING
FROM BEHIND THE KITCHEN BENCH.

JAKE'S TAIL RETRIEVES A HANDKERCHIEF

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



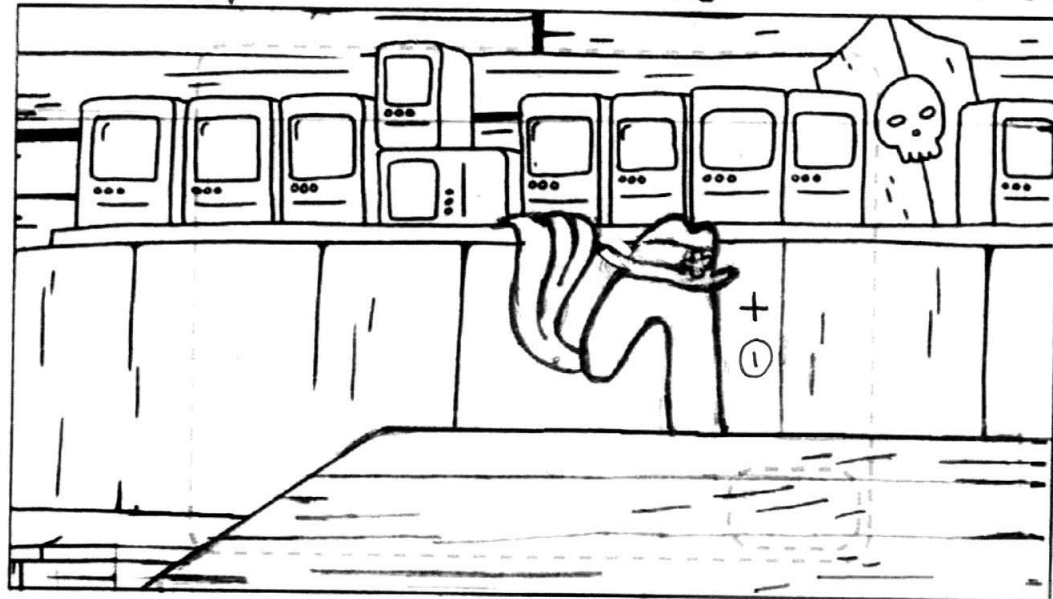
Page 33

Sc. 17 *CONT*

Pnl. D

Bg.

day night

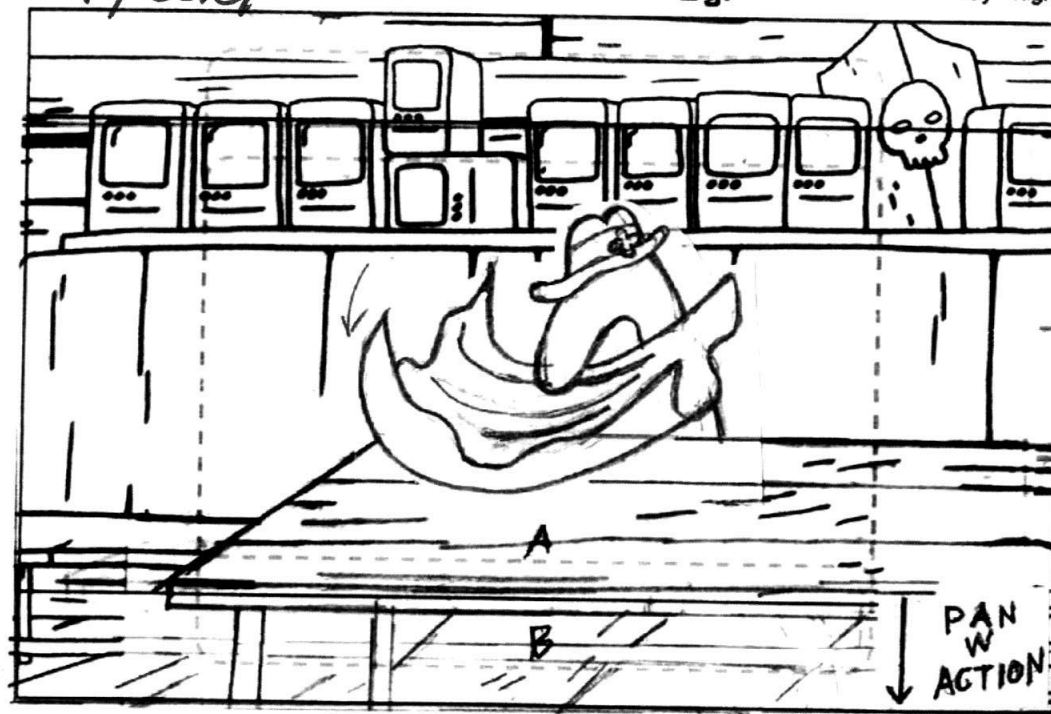


Sc. 17 *CONT*

Pnl. E

Bg.

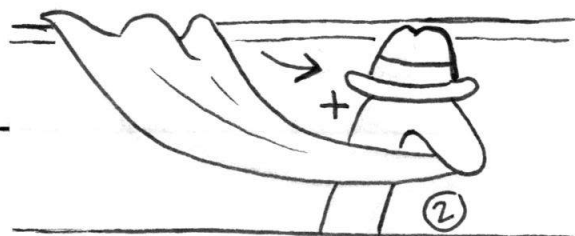
day night



Dialog:

Action:

Timing:



- JAKE'S TAIL PLACES THE HANDKERCHIEF ONTO THE KITCHEN TABLE
- PAN DOWN W. ACTION

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

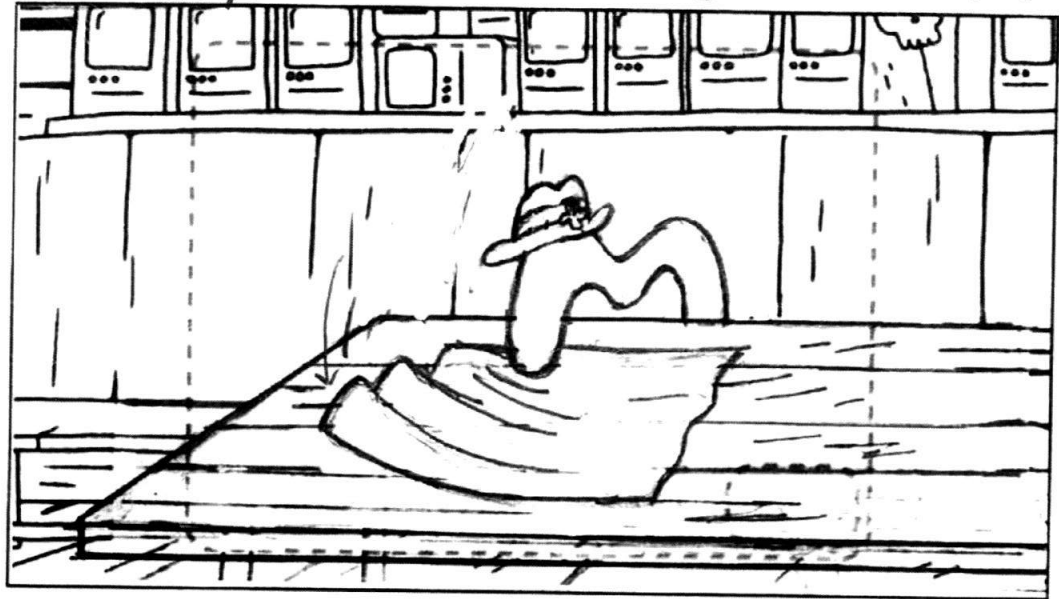
1025/162

ADVENTURE TIME

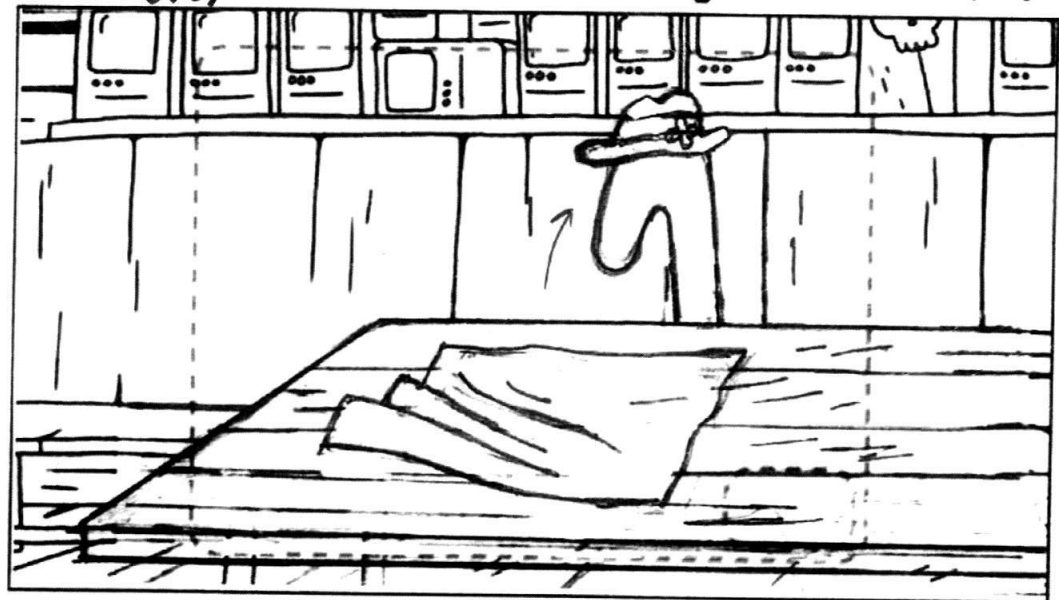


Page 34

Sc. 17 *CONT* Pnl. F Bg. day night



Sc. 17 *CONT* Pnl. G Bg. day night



Dialog:	
Action:	J.T. LOOKS AT THE HANDKERCHIEF.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

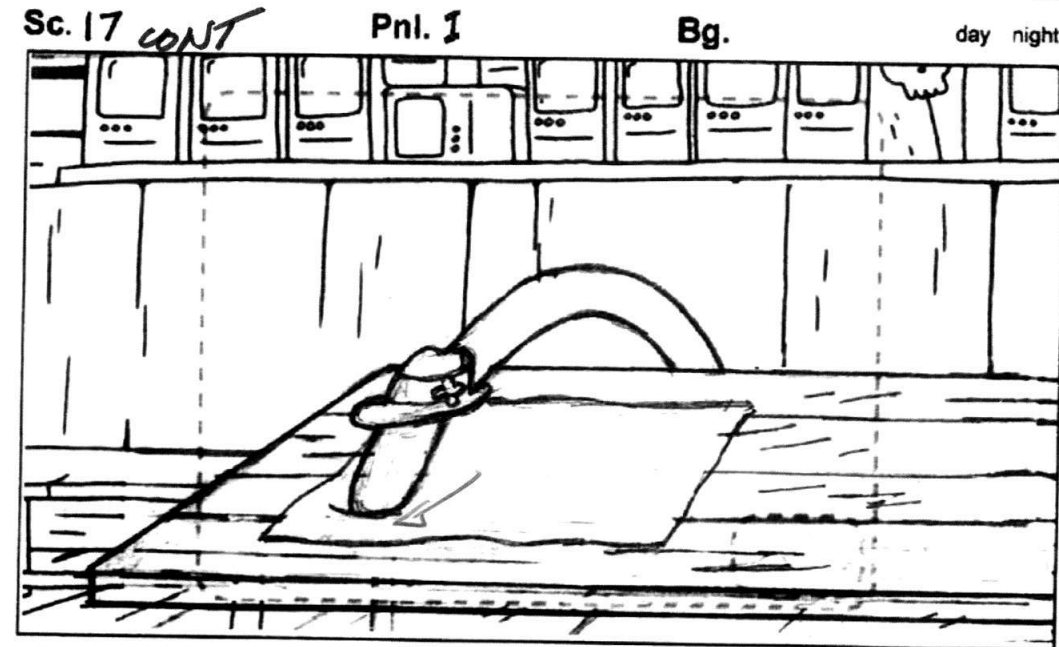
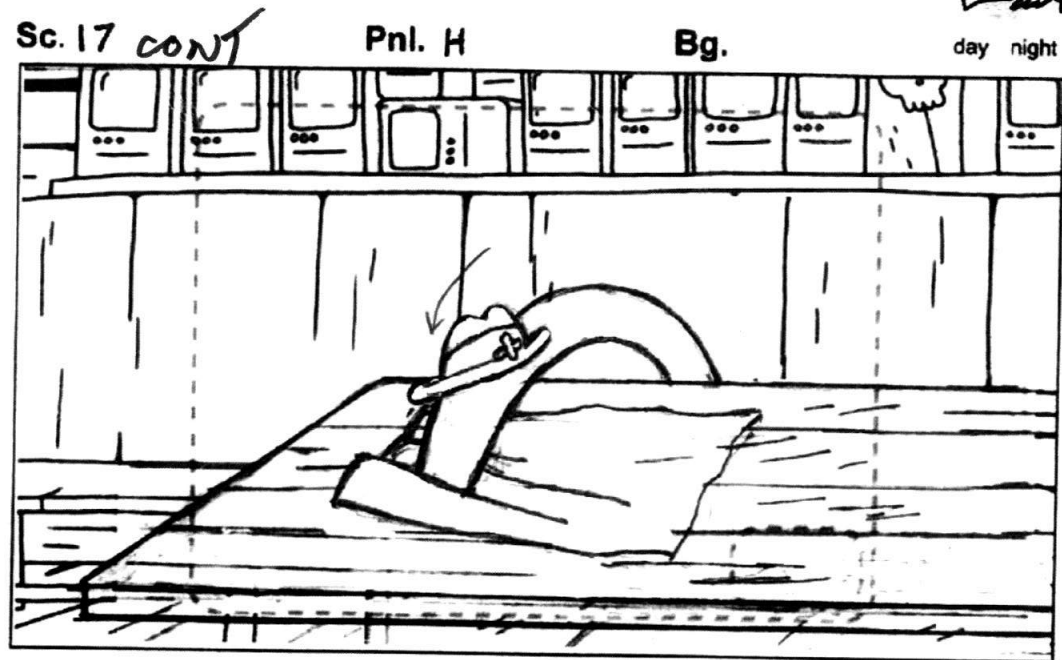
1025/162

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ADVENTURE TIME



Page 35



Dialog:	
Action:	J. T. STRAIGHTENS A CORNER OF THE HANDKERCHIEF.
Timing:	DEC 13 2013

EPISODE #

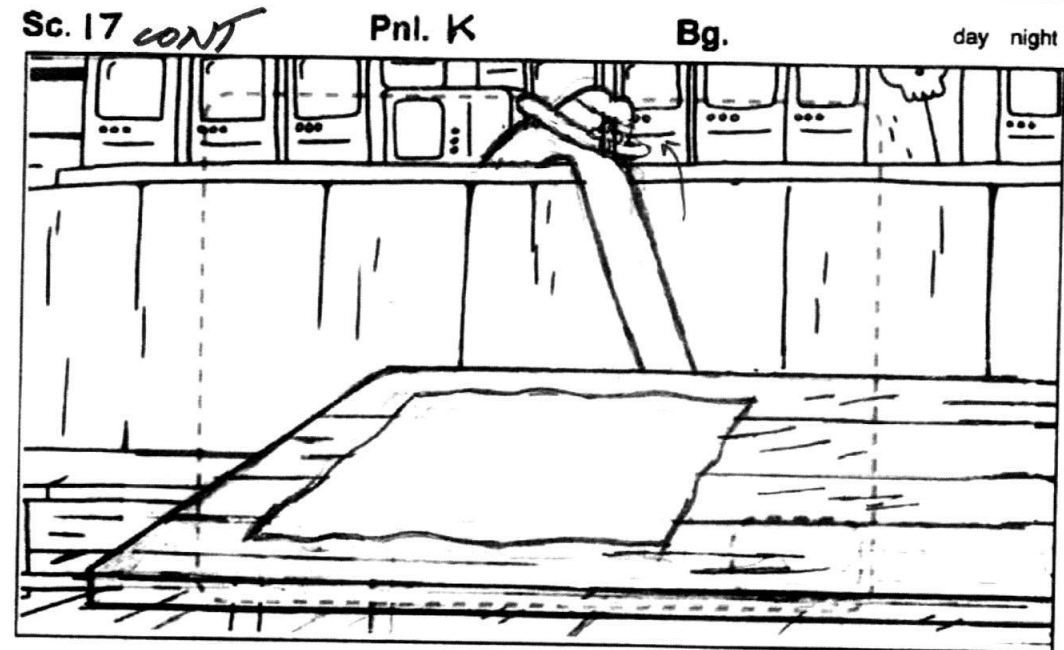
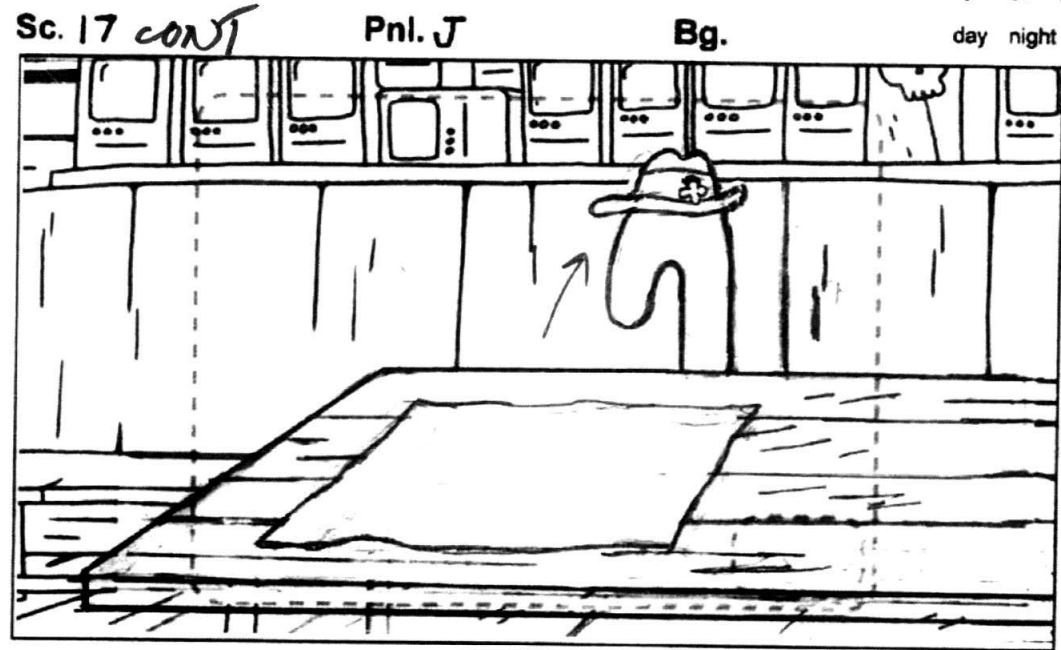
Production :

1025/162

ADVENTURE TIME



Page **36**



Dialog:	
Action:	J.T. GOES TO FIND SOMETHING ELSE BEHIND THE BENCH.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

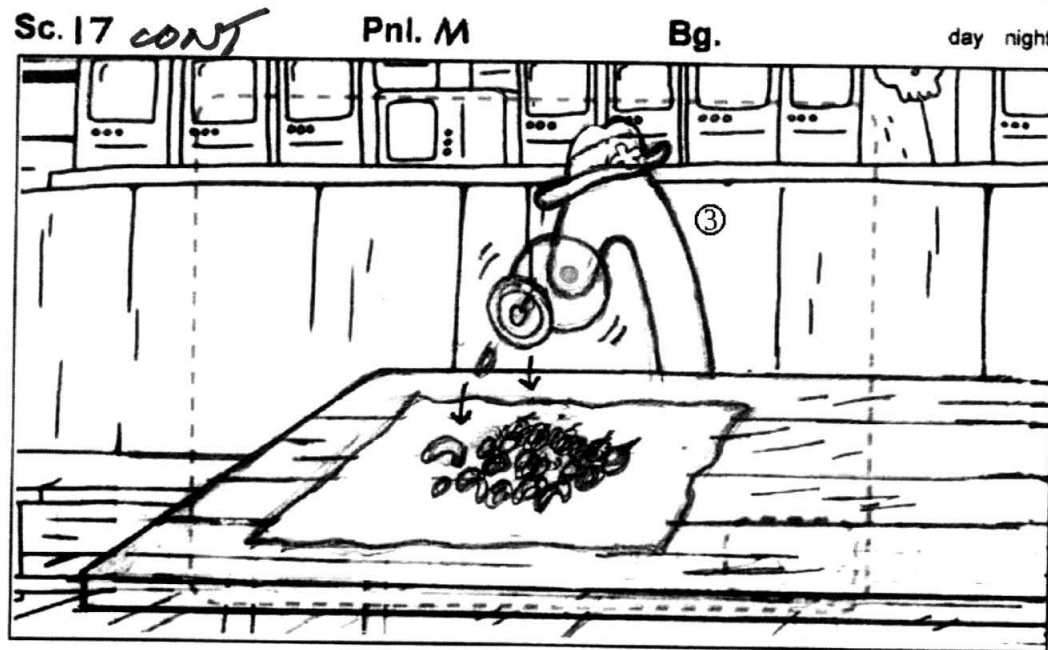
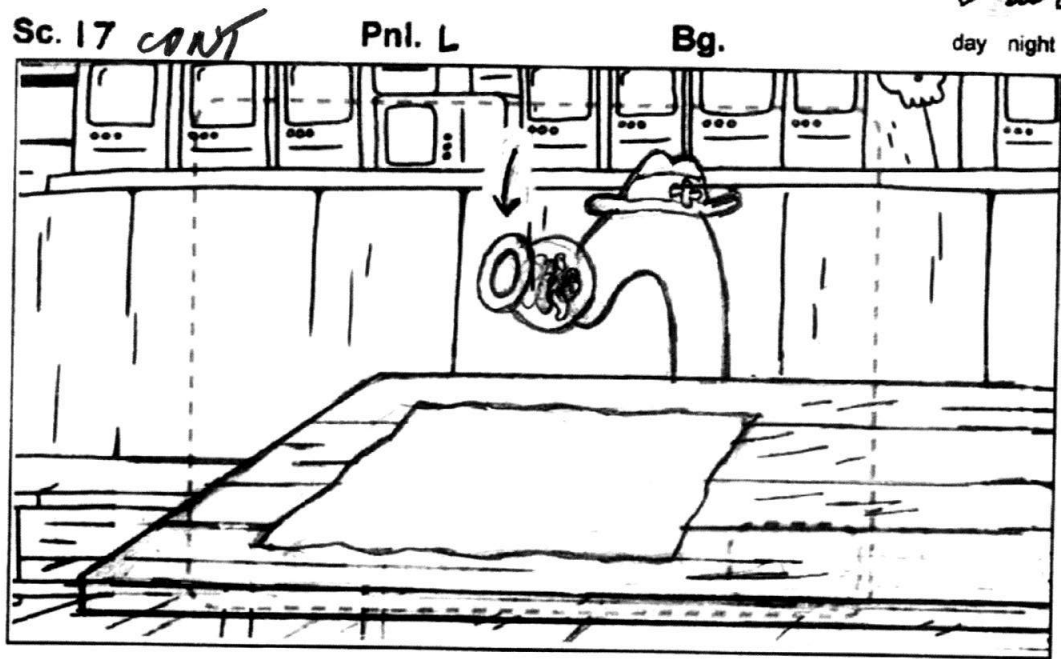
1025/162

1025/162

ADVENTURE TIME



Page 37



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art*

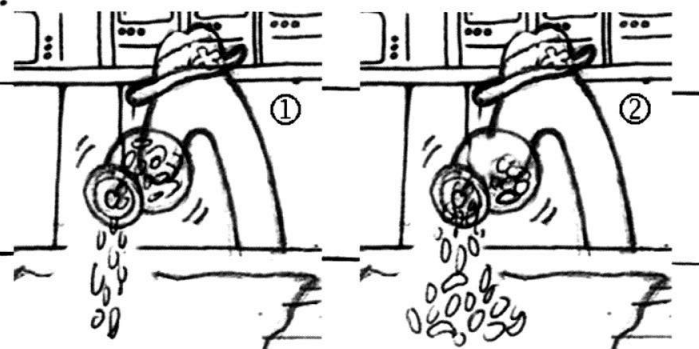
EPISODE #

Dialog:

Action: J.T. RETRIEVES A JAR OF NUTS AND BERRIES.

J.T. DUMPS NUTS AND BERRIES ONTO THE HANDKERCHIEF. DEC 13 2013

Timing:



Production :

1025/162

1025/162

Ho
cut

ADVENTURE TIME



Page 38

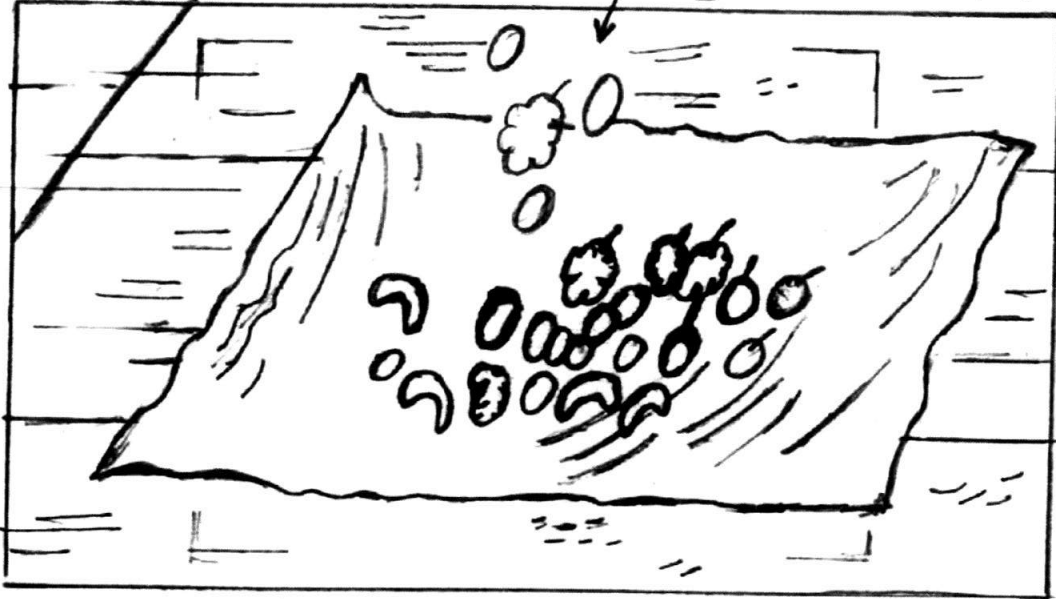
day night

Sc. 18

Pnl. A

Bg.

day night



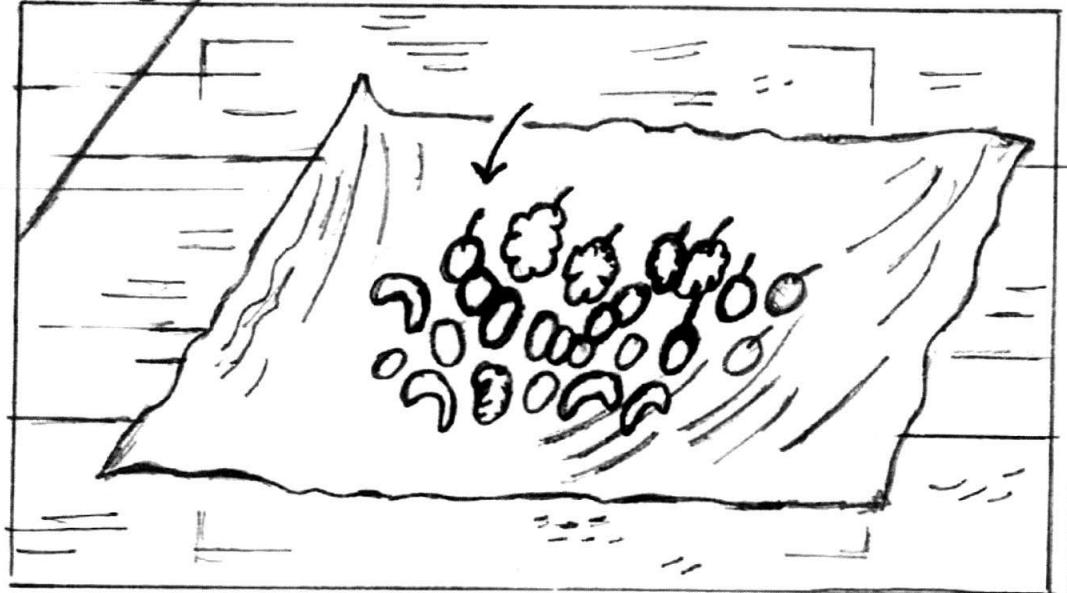
Sc. 18

cont

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE-UP OF NUTS AND BERRIES FALLING
ONTO THE HANDKERCHIEF.

Timing:

DEC 13 2013

EPISODE #

Production :

cut

1025/162

1025/162

ADVENTURE TIME



Page 39

Sc. 19

Pnl. A

Bg.

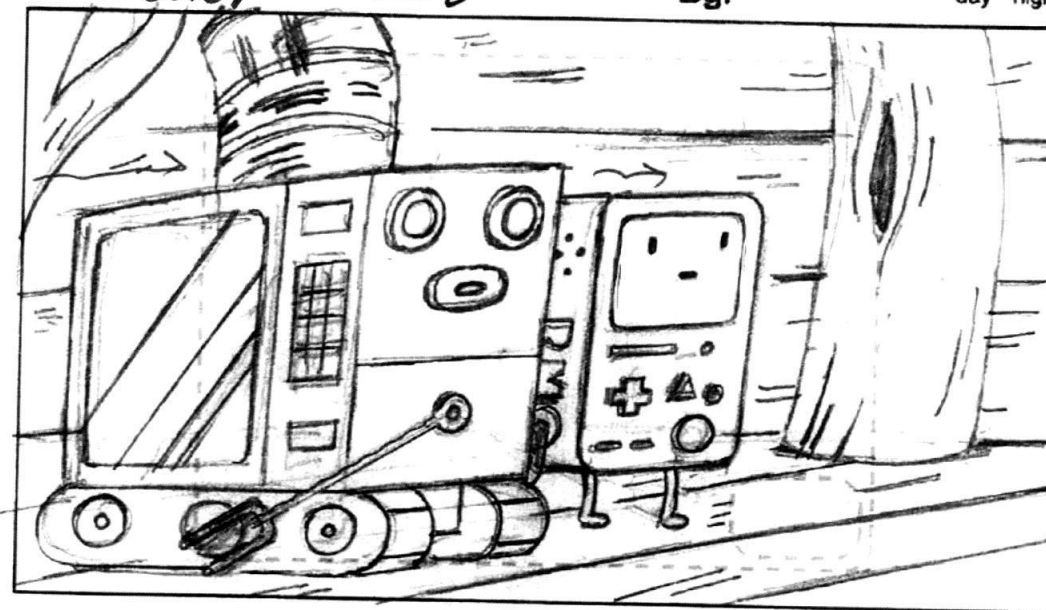
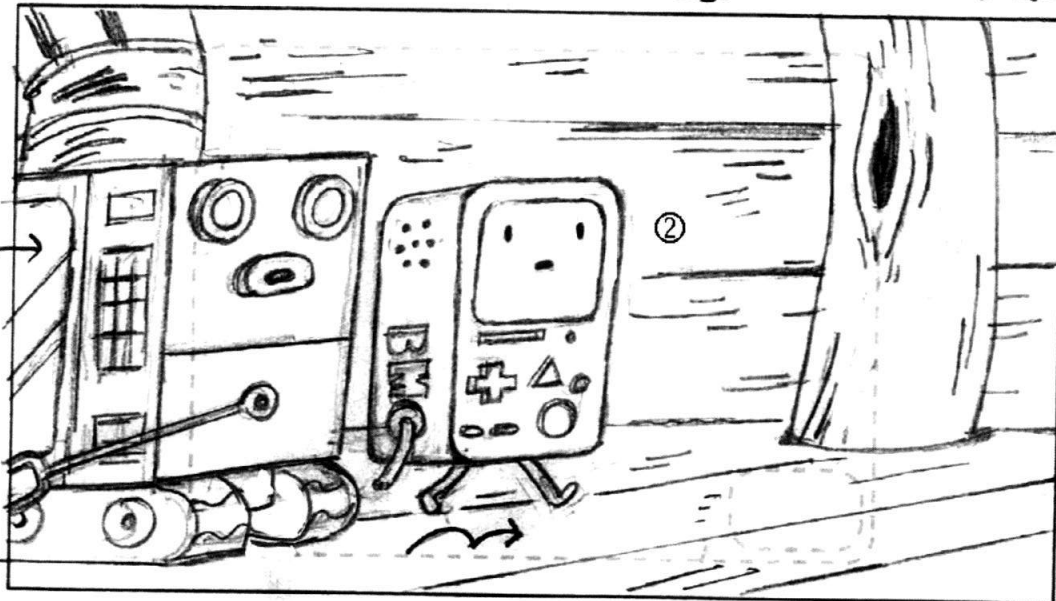
day night

Sc. 19 CONT

Pnl. B

Bg.

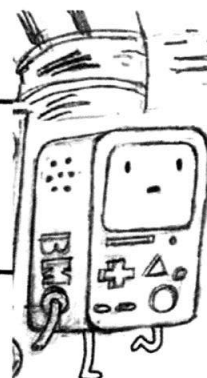
day night



Dialog:

Action: NEPTR AND BMO WALK INTO THE KITCHEN.
THEY ARE CURIOUS AND WIDE-EYED.

Timing:



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1025/162

1025/162

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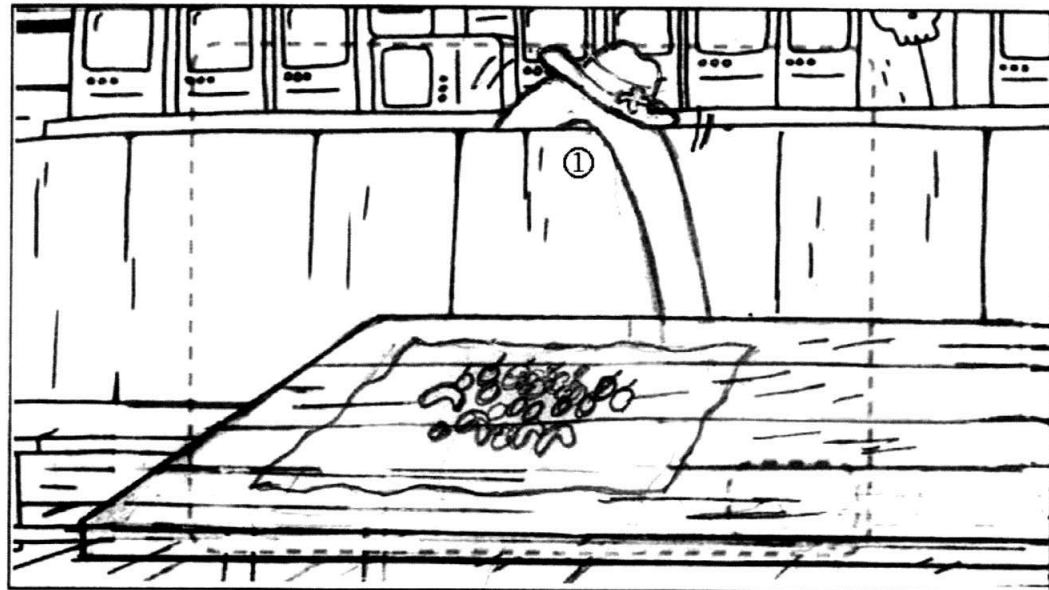
Page **40**

Sc. 20

Pnl. A

Bg.

day night

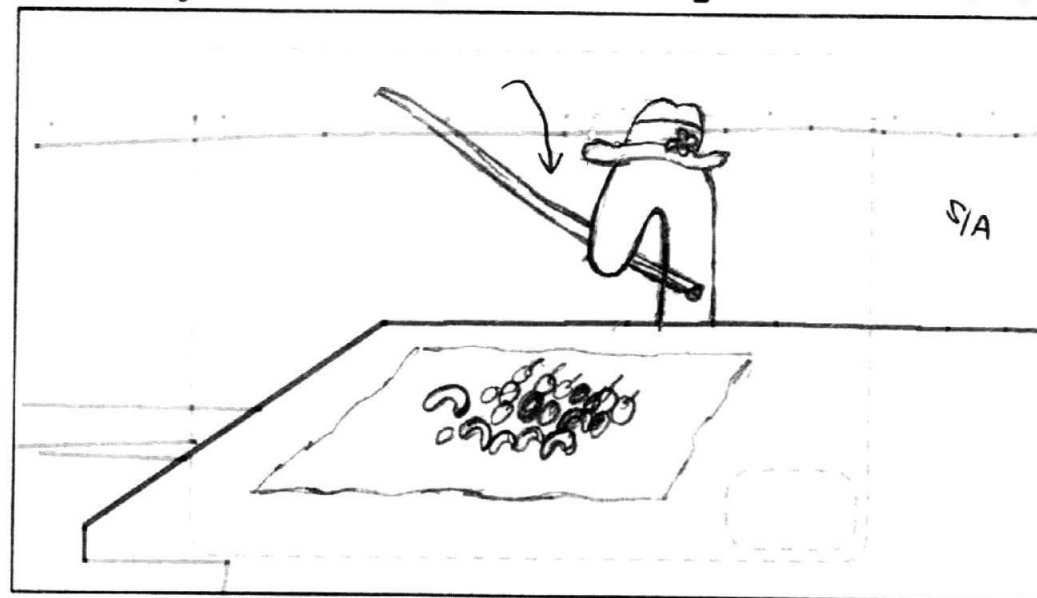


Sc. 20 *cont*

Pnl. B

Bg.

day night

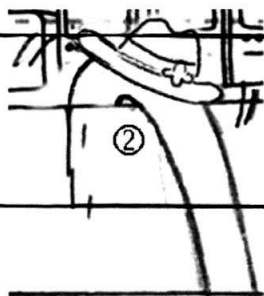


Dialog:

Action: ON JAKE'S TAIL AGAIN. HE IS DIGGING
BEHIND THE BENCH AGAIN.

JAKE'S TAIL RETRIEVES A SLIGHTLY CROOKED
STICK FROM BEHIND THE BENCH.

Timing:



DEC 13 2013

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EPISODE #

1025/162

1025/162

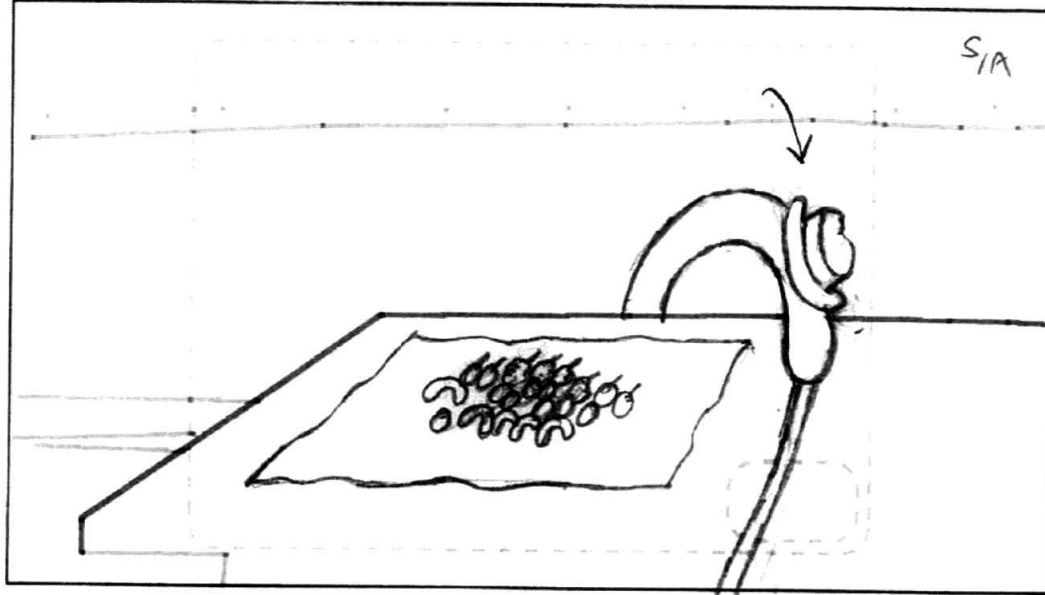
1025/162

ADVENTURE TIME

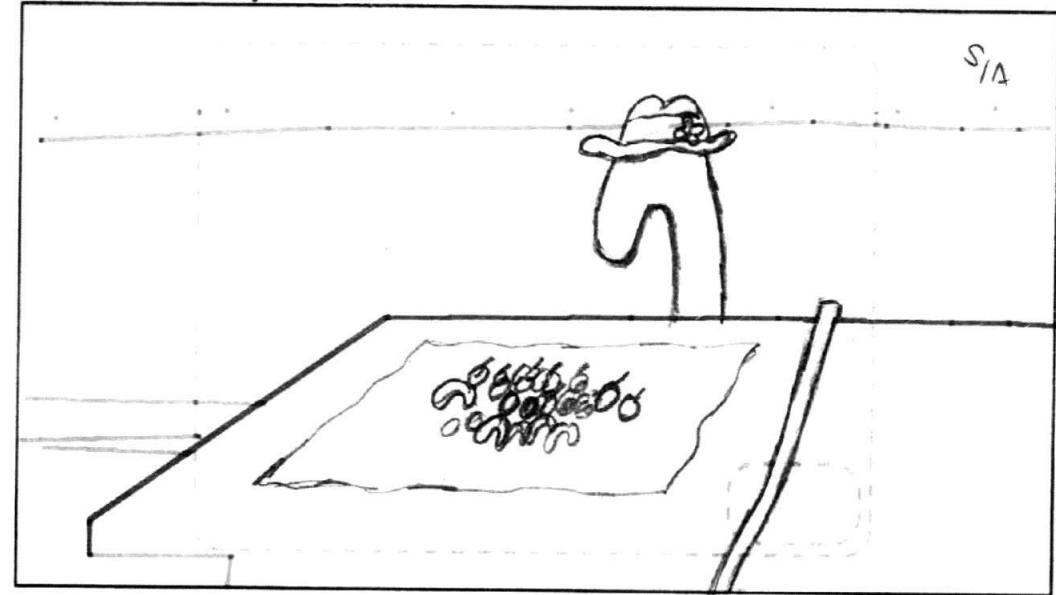


Page 41

Sc. 20 *cont* Pnl. C Bg. day night



Sc. 20 *cont* Pnl. D Bg. day night



Dialog:

Action: J.T. PLACES THE STICK BESIDE THE HANDKERCHIEF.

J.T. LOOKS AT THE HANDKERCHIEF AND THE COLLECTION OF NUTS AND BERRIES.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

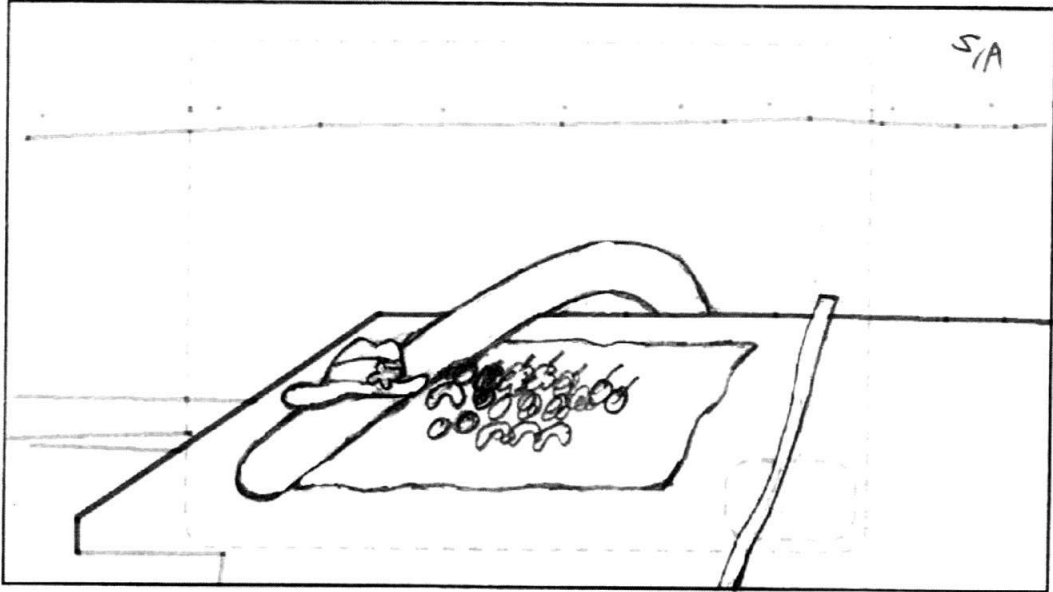
ADVENTURE TIME



Sc. 20 CONT Pnl. E

Bg.

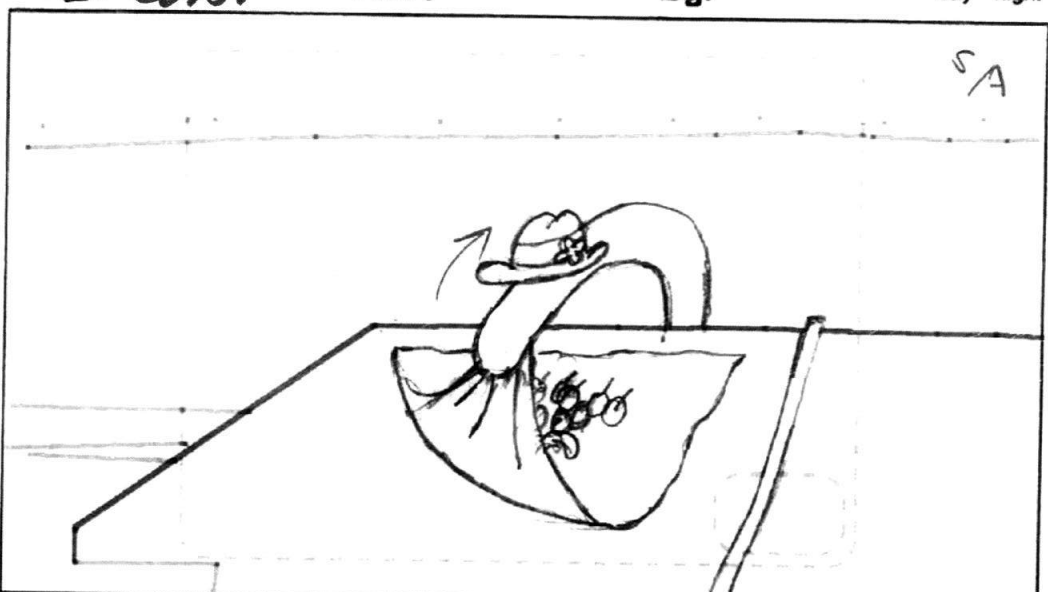
day night



Sc. 20 CONT Pnl. F

Bg.

day night



Dialog:

Action:

J. T. GRABS A CORNER OF THE HANDKERCHIEF.

J.T. PULLS THE CORNER OVER.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

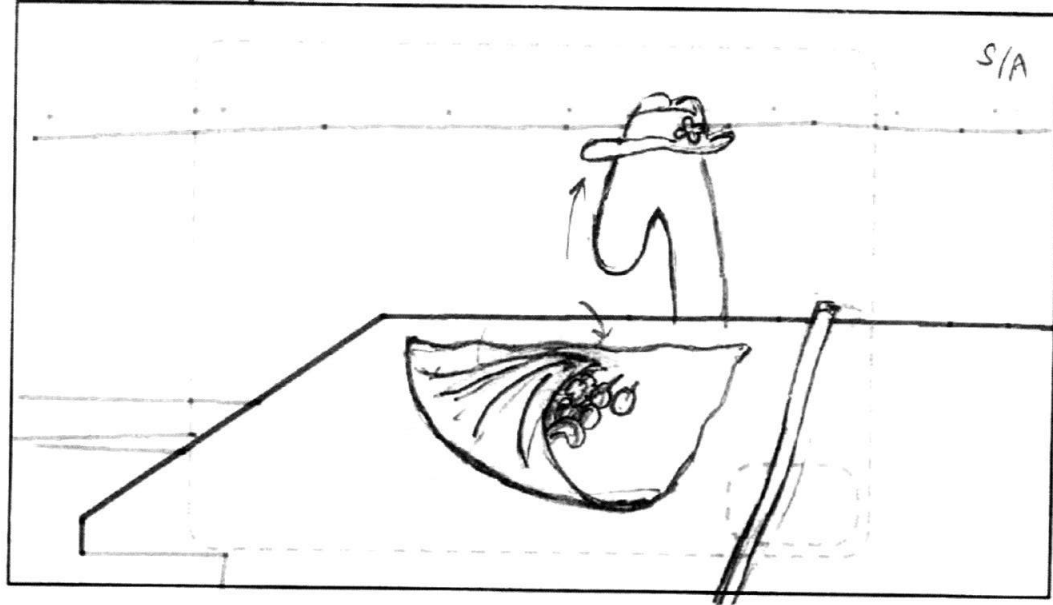
1025/162

ADVENTURE TIME

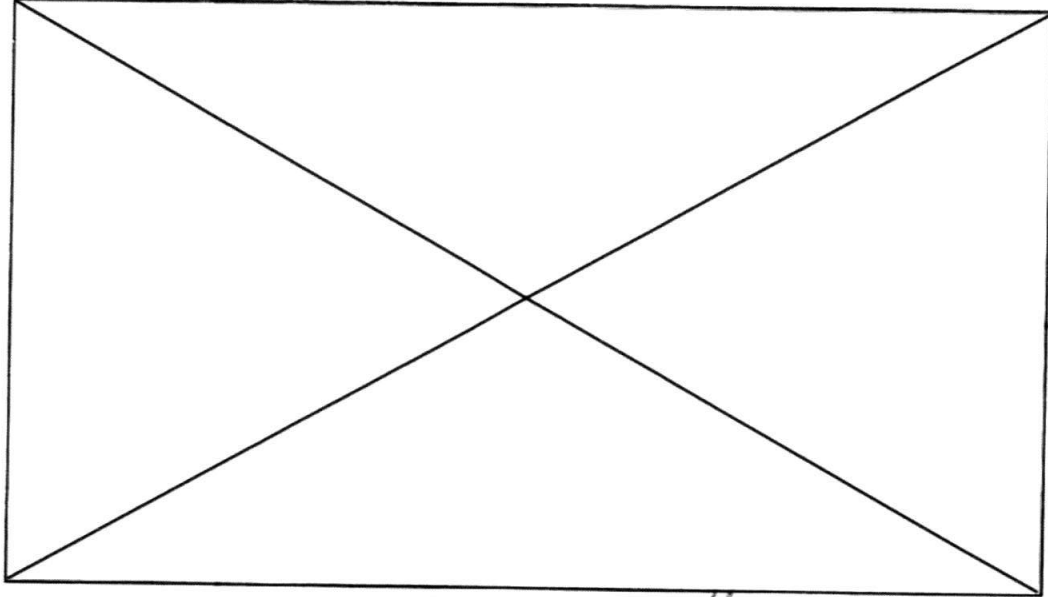


Page **43**

Sc. **20 CONT** Pnl. **G** Bg. day night



Sc. Pnl. Bg. day night



Dialog:
Action: J. T. LOOKS AT WHAT HE'S DONE.
Timing:

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1025/162

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ADVENTURE TIME



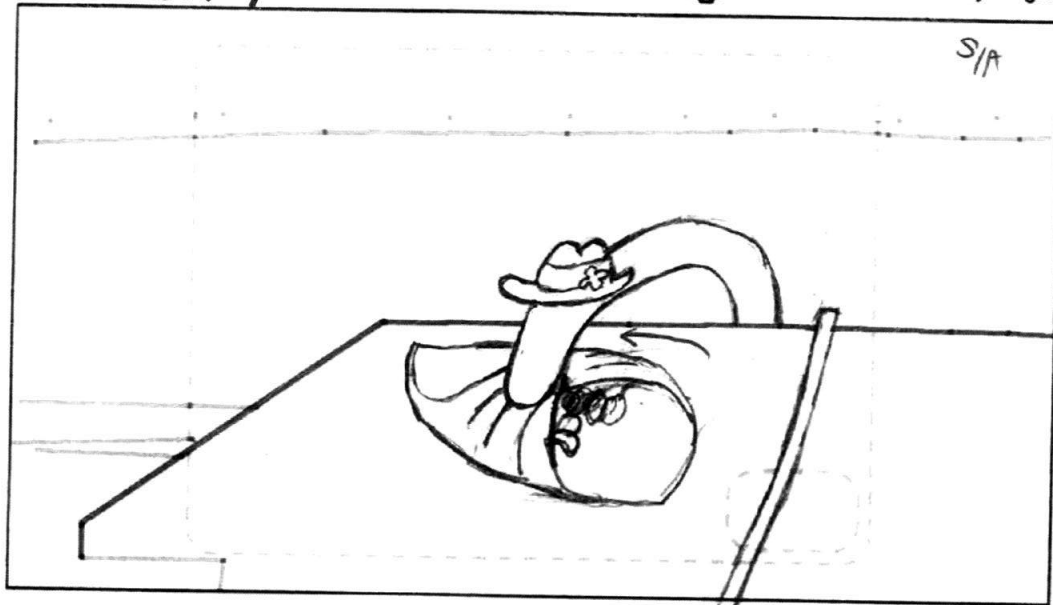
Page 44

Sc. 20 *cont*

Pnl. H

Bg.

day night

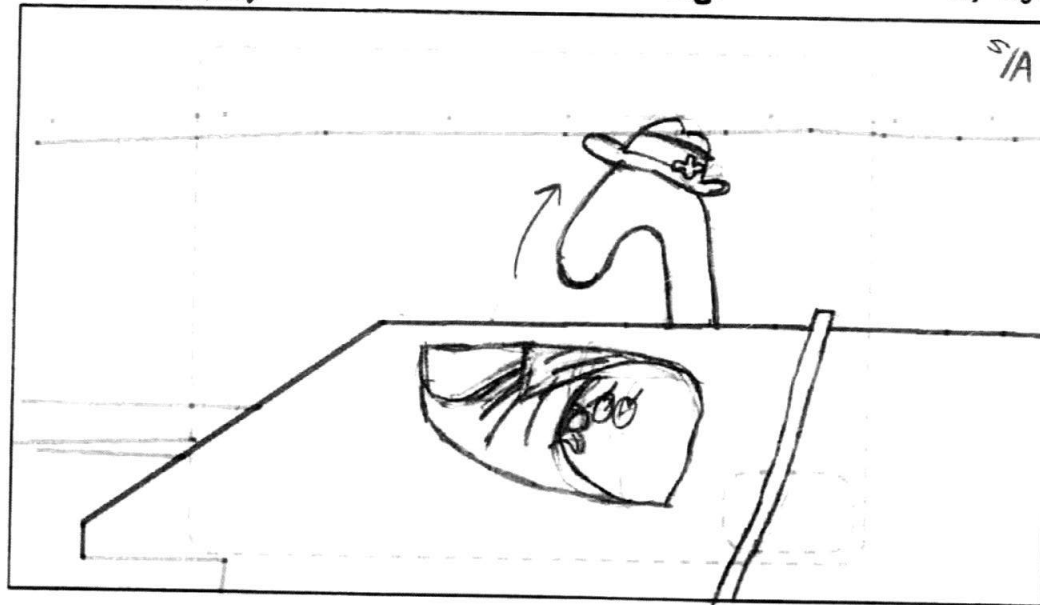


Sc. 20 *cont*

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **45**

Sc. 20 *CONT*

Pnl. J

Bg.

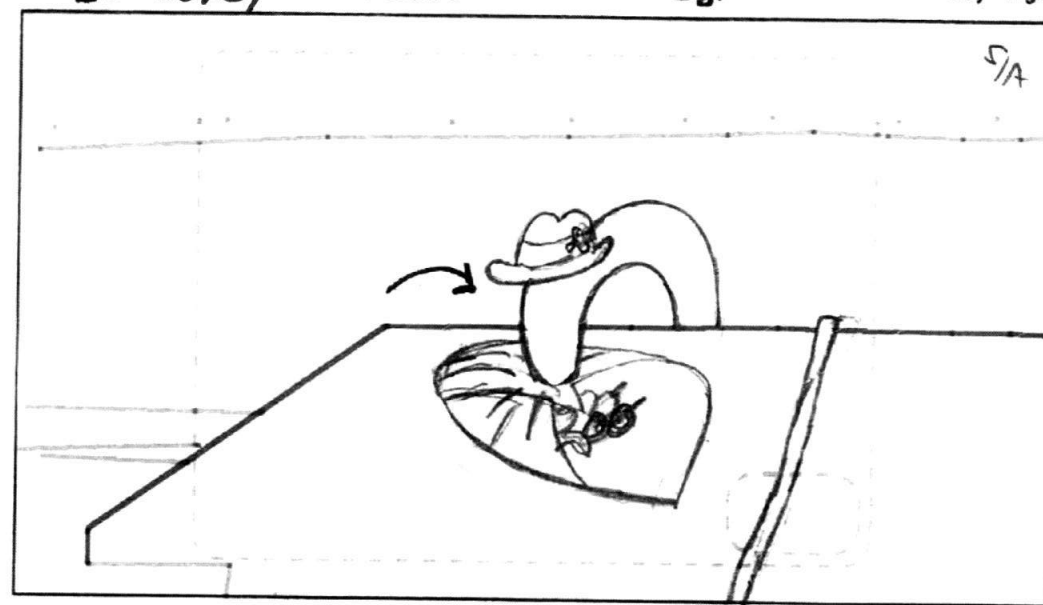
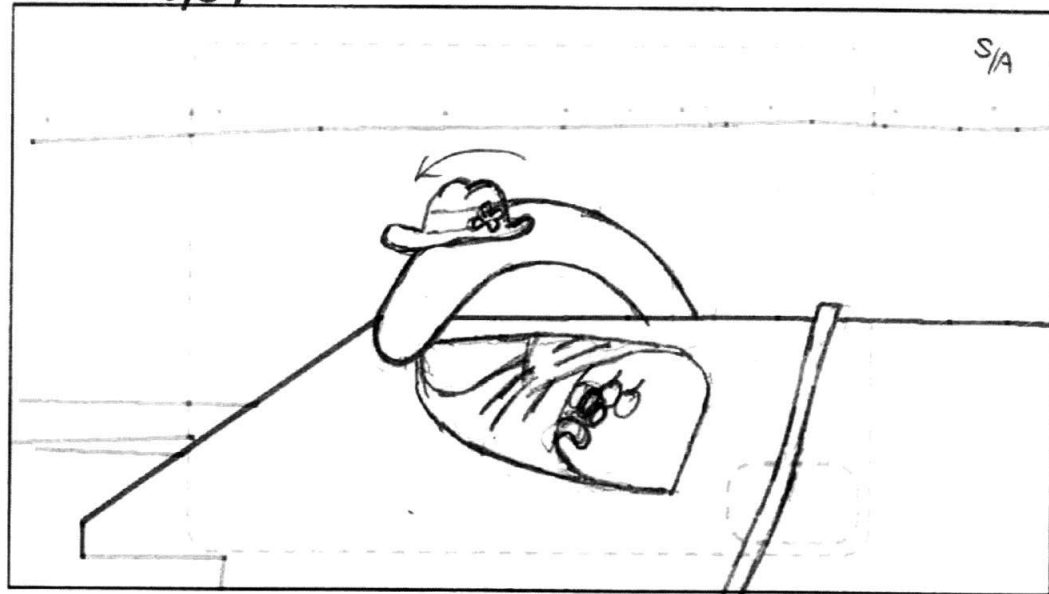
day night

Sc. 20 *CONT*

Pnl. K

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

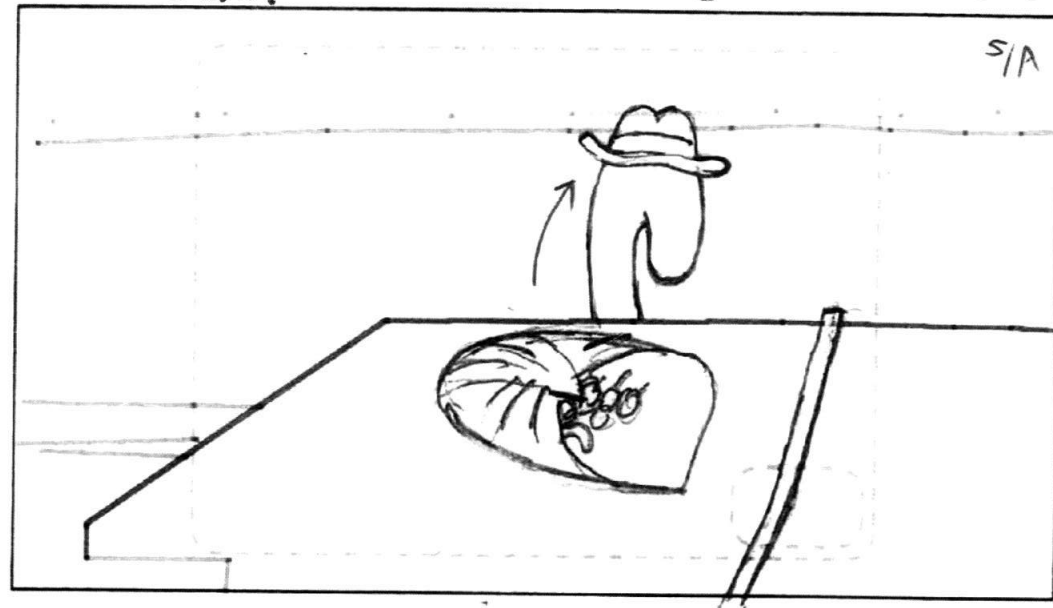


Page 46

Sc. 20 *CONT* Pnl. L

Bg.

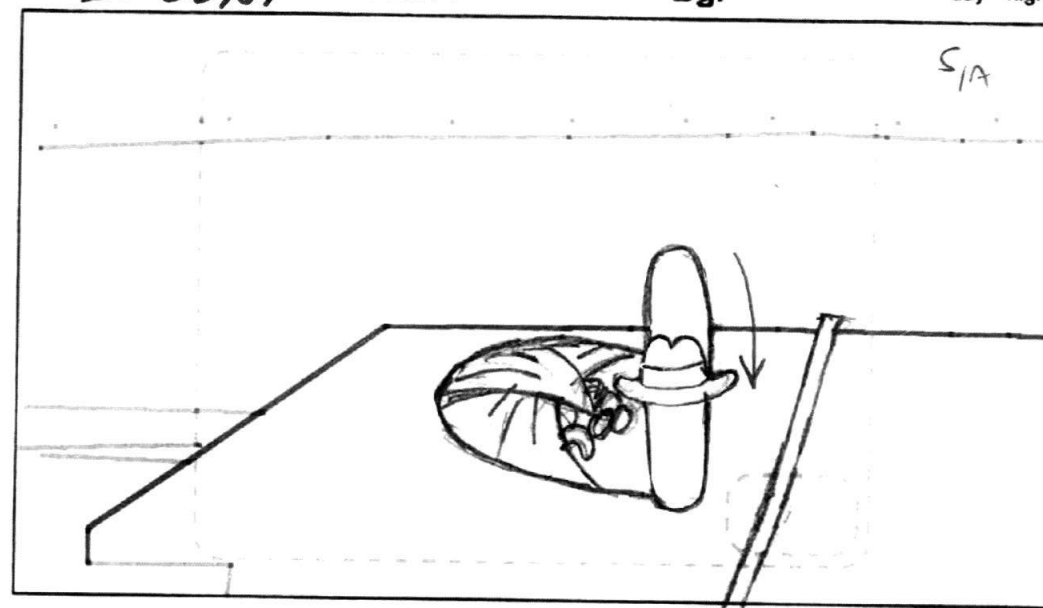
day night



Sc. 20 *CONT* Pnl. M

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **47**

Sc. 20 *CONT*

Pnl. N

Bg.

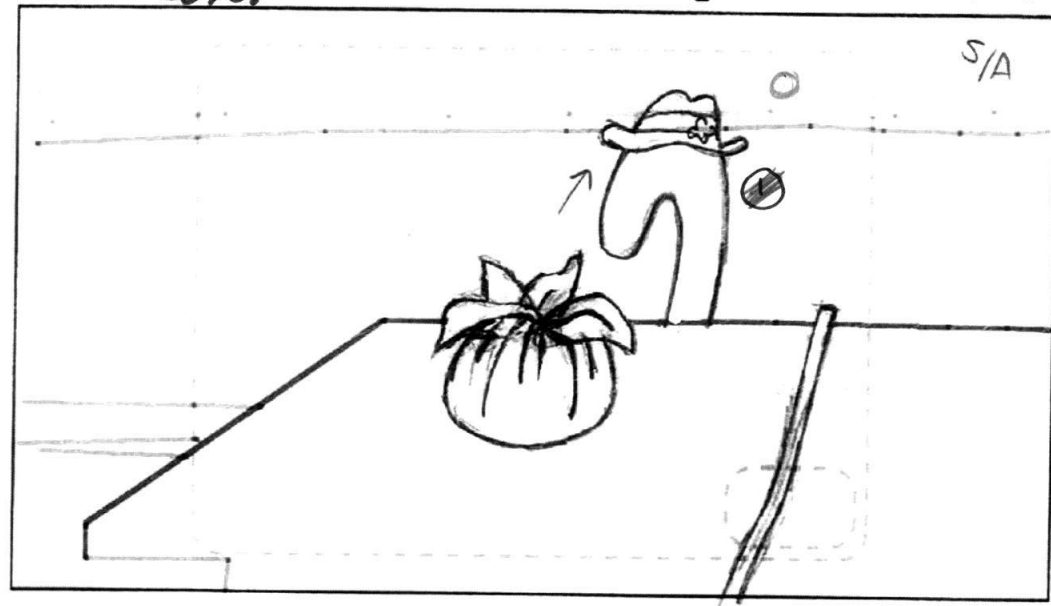
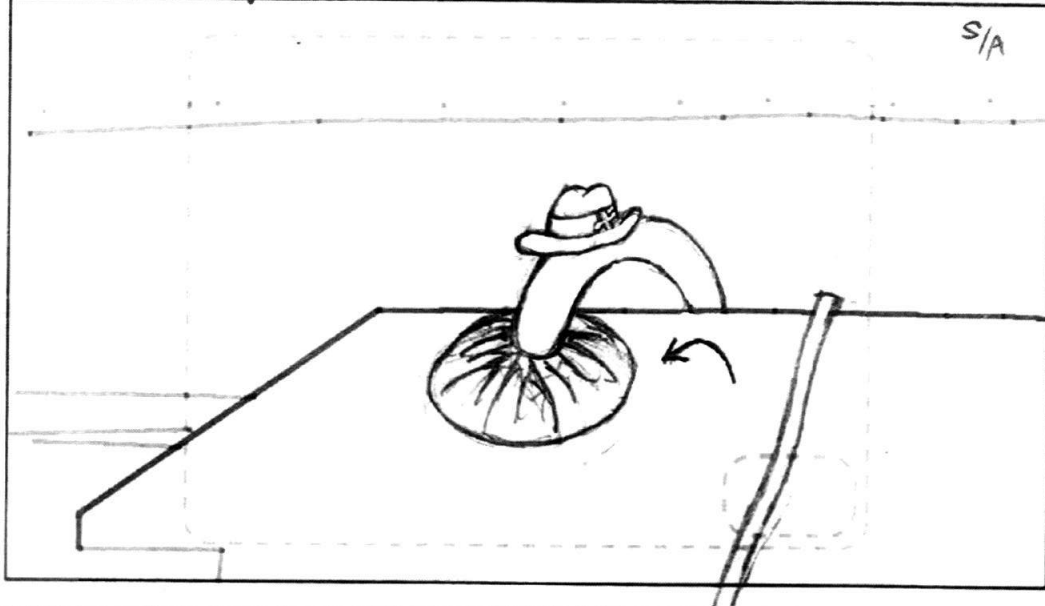
day night

Sc. 20 *CONT*

Pnl. O

Bg.

day night



Dialog:



- JAKE'S TAIL LOOKS AT THE BUNDLE.
- DOES CIRCLE TO GATHER ENDS

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



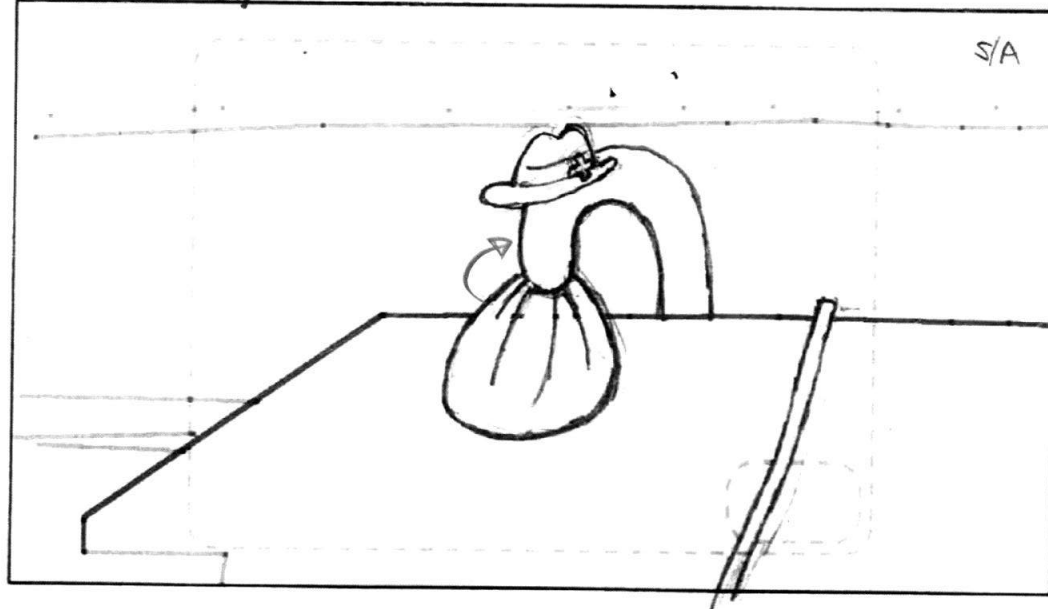
Page **48**

Sc. 20 *CONT*

Pnl. P

Bg.

day night



Sc. 20 *CONT*

Pnl. Q

Bg.

day night



Dialog:

Action:

J.T. GRABS THE BUNDLE.

IN A FLURRY OF MOTION, J.T. TIES UP THE
CORNERS OF THE BUNDLE.

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Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME

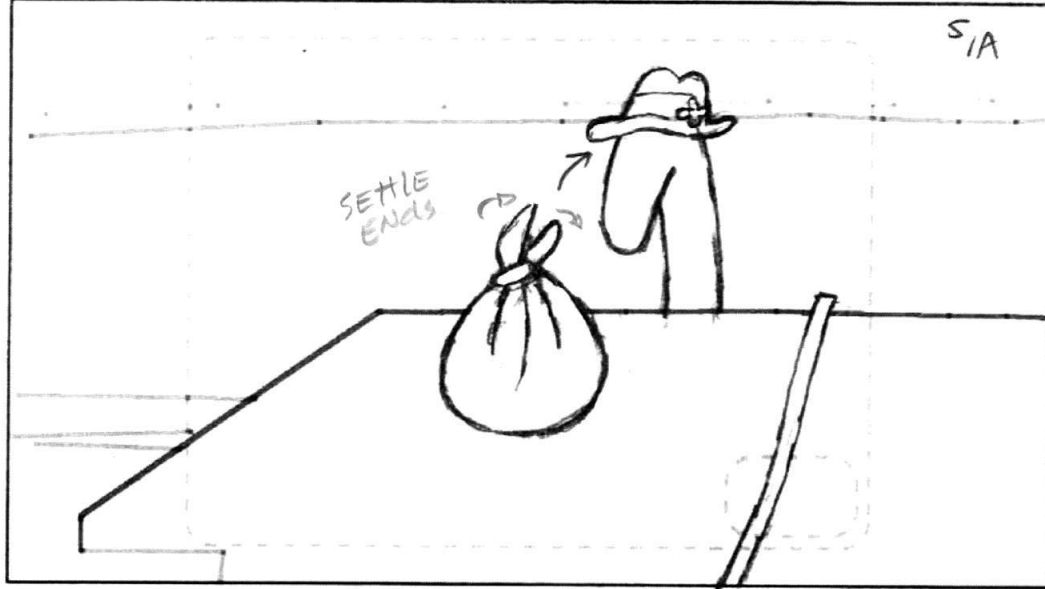


Page **49**

Sc. 20 *cont* Pnl.R

Bg.

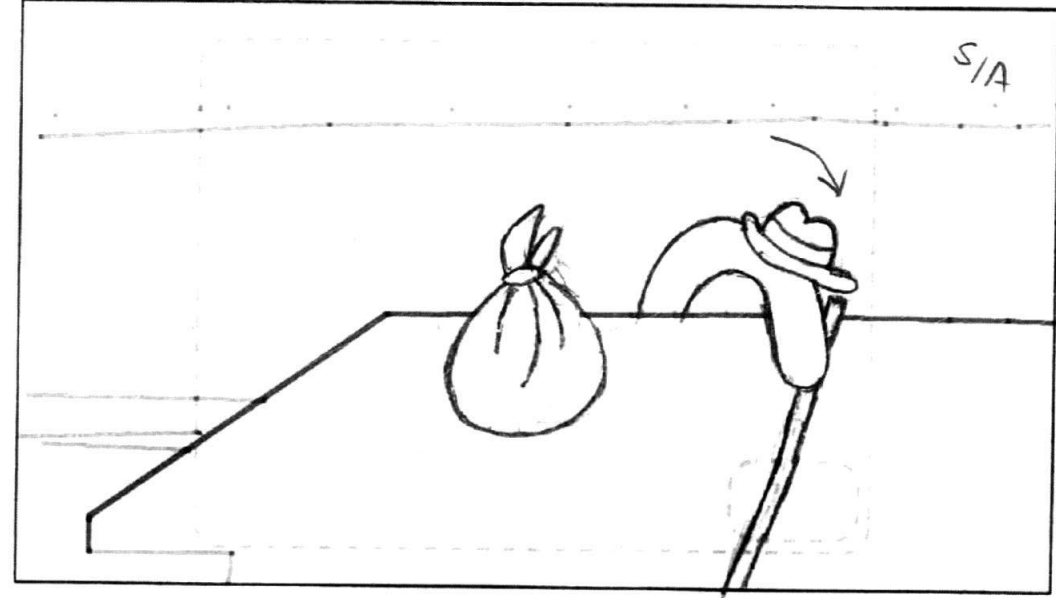
day night



Sc. 20 *cont* Pnl.S

Bg.

day night



Dialog:

Action: J.T. LOOKS AT THE BUNDLE.

J.T. REACHES FOR THE STICK.

Timing:

(R)



OVERLAP
ENDS w/ J.T. let go

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



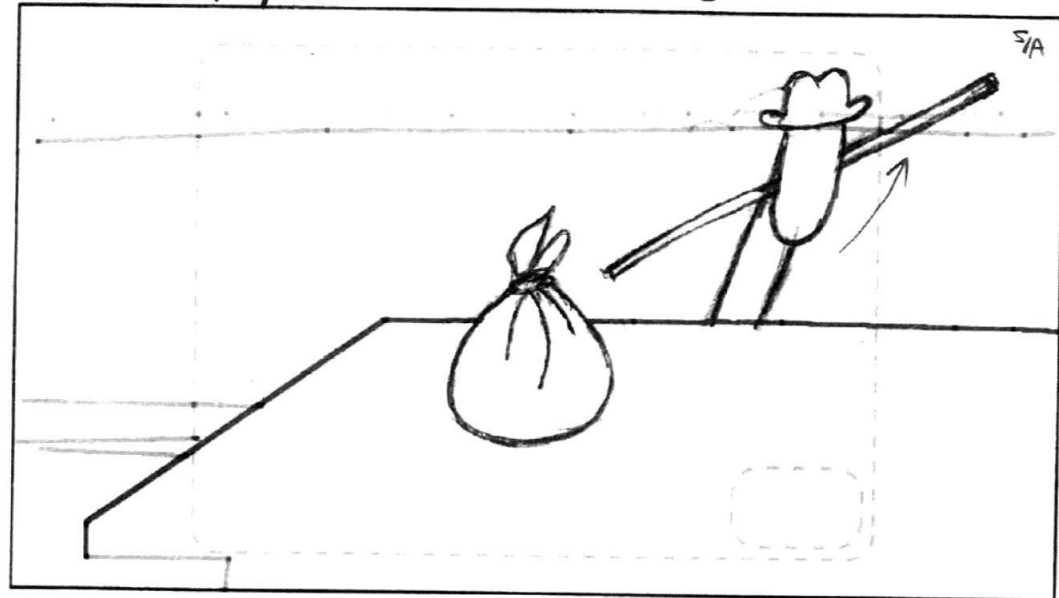
Page 50

Sc. 20 cont

Pnl. T

Bg.

day night

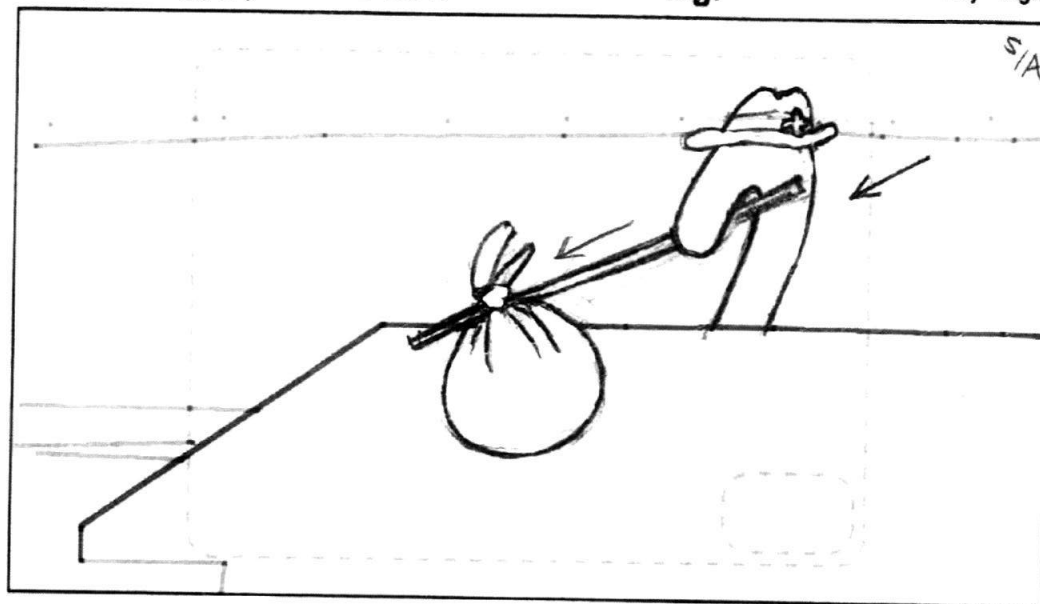


Sc. 20 cont

Pnl. U

Bg.

day night



Dialog:

Action: ANTIC.

J.T. SHOVS THE STICK THROUGH THE TOP OF THE BUNDLE, TO MAKE A HOBO'S BUNDLE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 51

Sc. 20 *CONT*

Pnl.V

Bg.

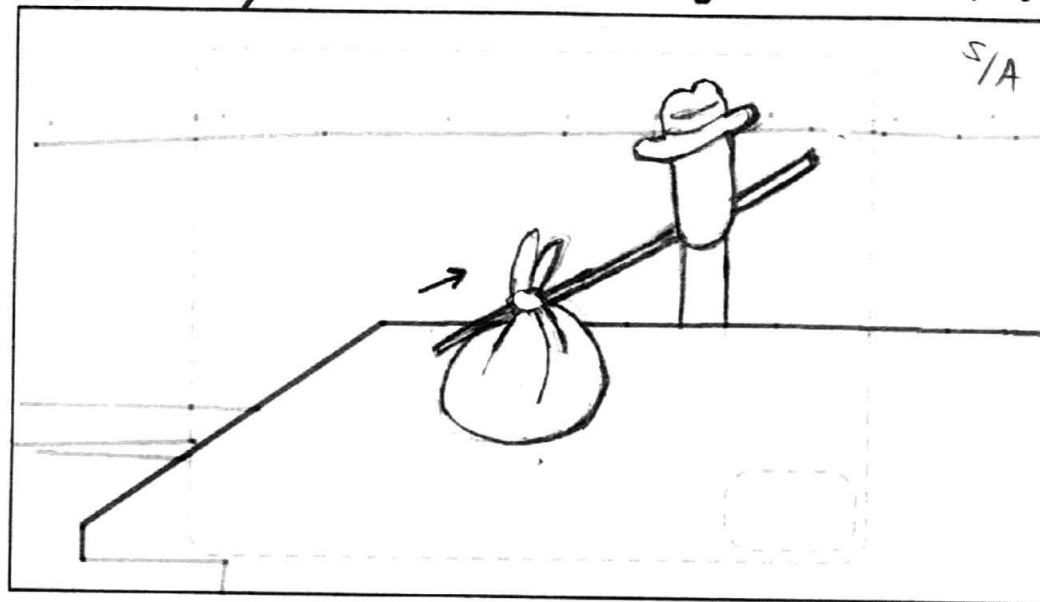
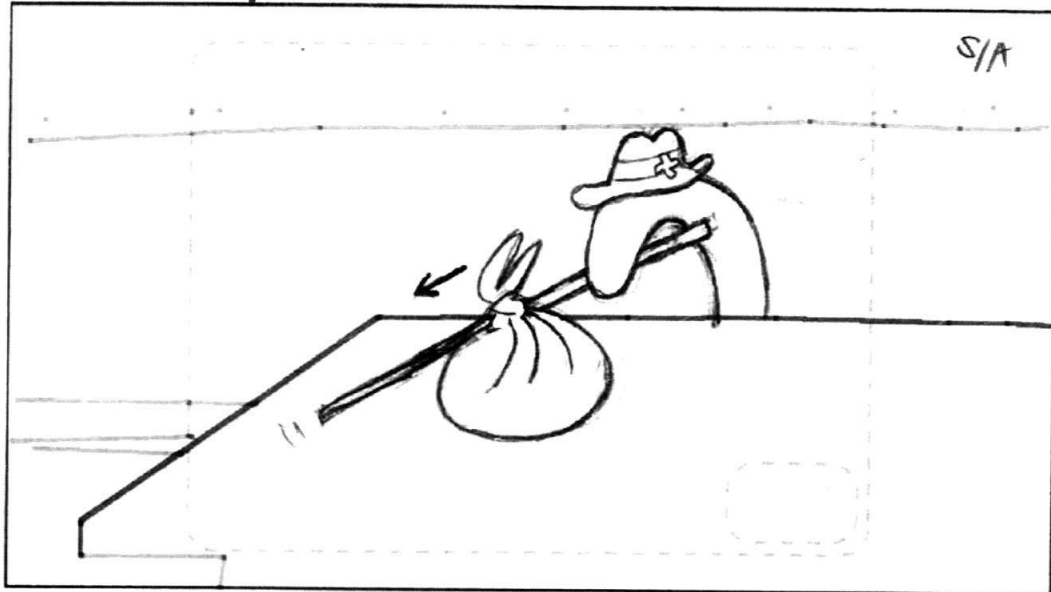
day night

Sc. 20 *CONT*

Pnl.W

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



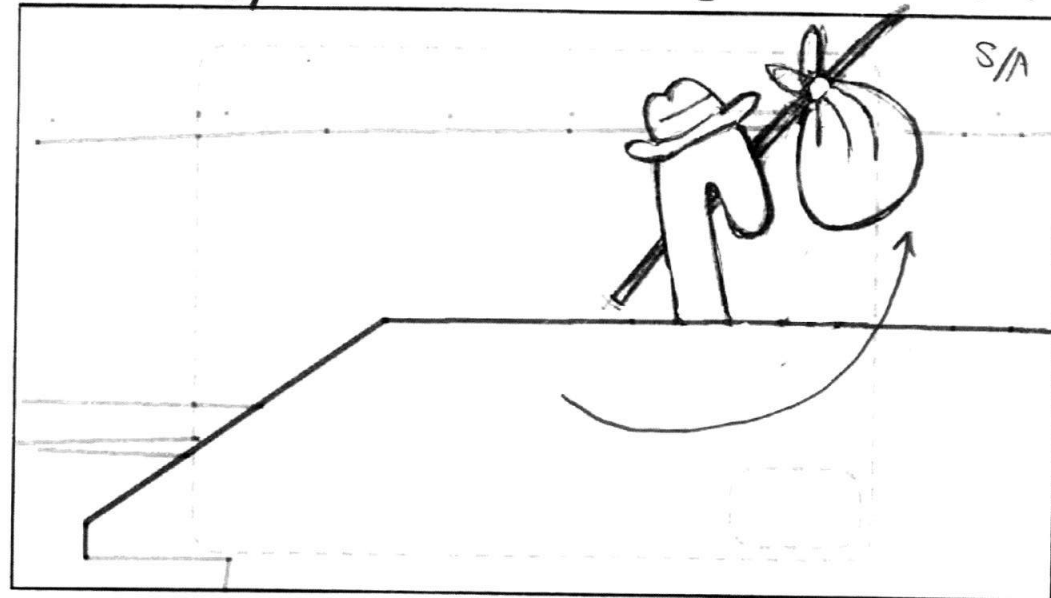
Page **52**

Sc. 20 *cont*

Pnl.X

Bg.

day night

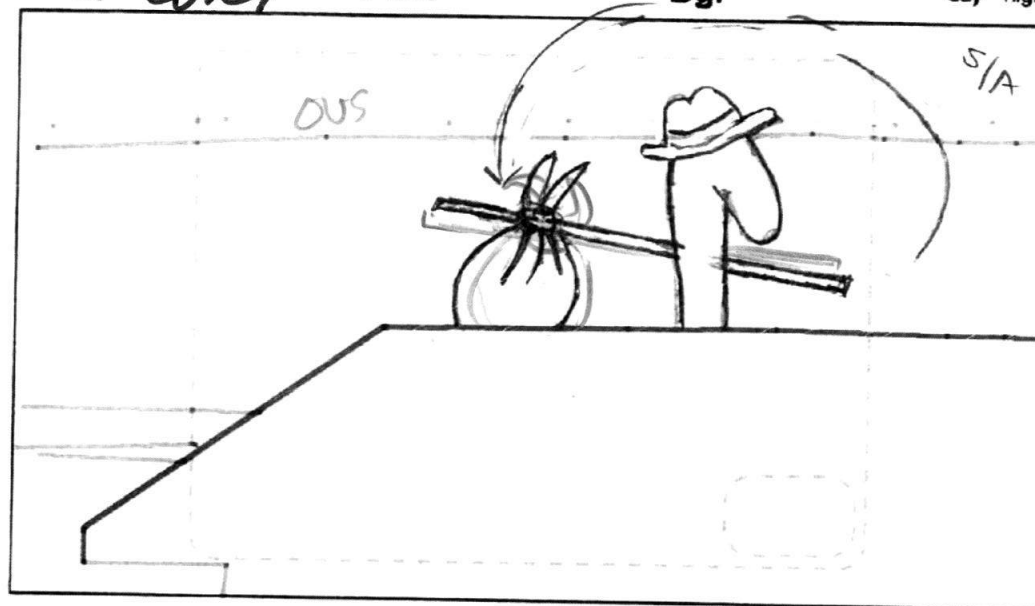


Sc. 20 *cont*

Pnl.Y

Bg.

day night



Dialog:

Action:

J.T. WHIPS THE BUNDLE AROUND ...

... AND PUTS THE BUNDLE ON HIS SHOULDER.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **53**

Sc. 20 *CONT*

Pnl. Z

Bg.

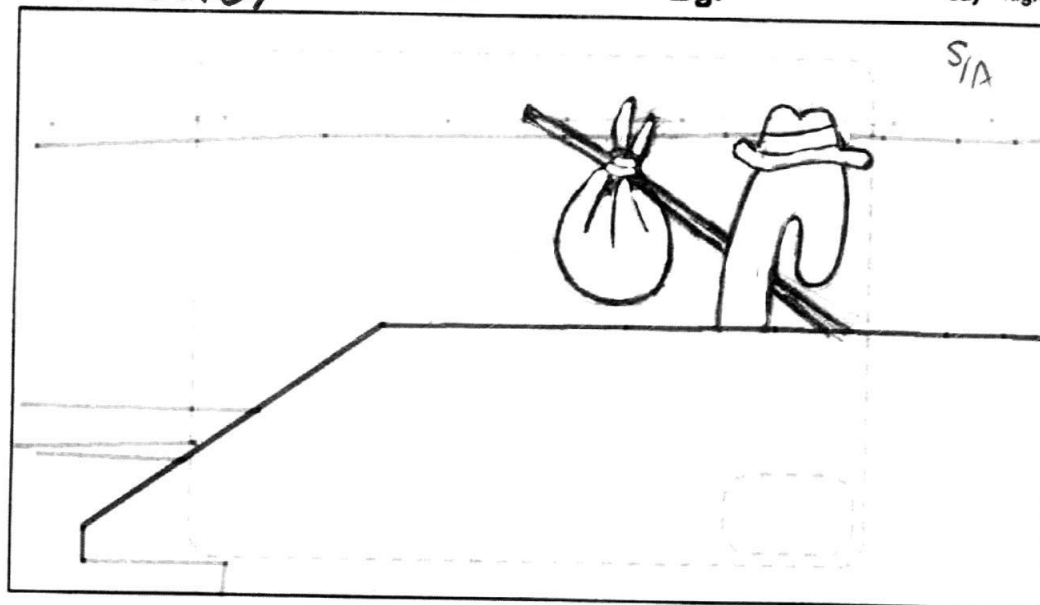
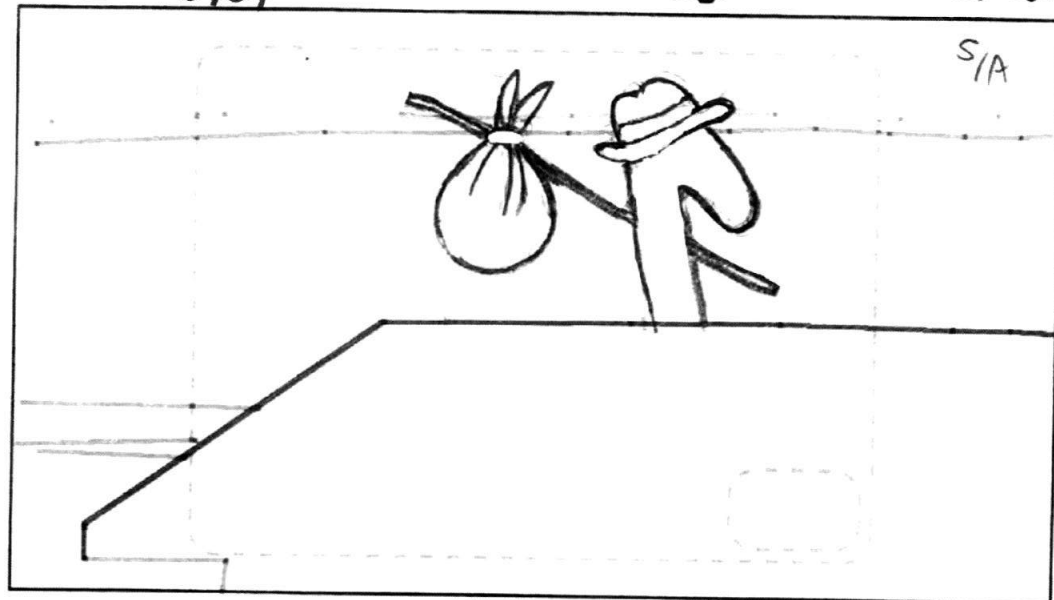
day night

Sc. 20 *CONT*

Pnl. ZA

Bg.

day night



Dialog:

Action: 'A POSE' OF THE WAYFARER, READY TO GO.

J.T. STARTS WALKING OFF-SCREEN.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

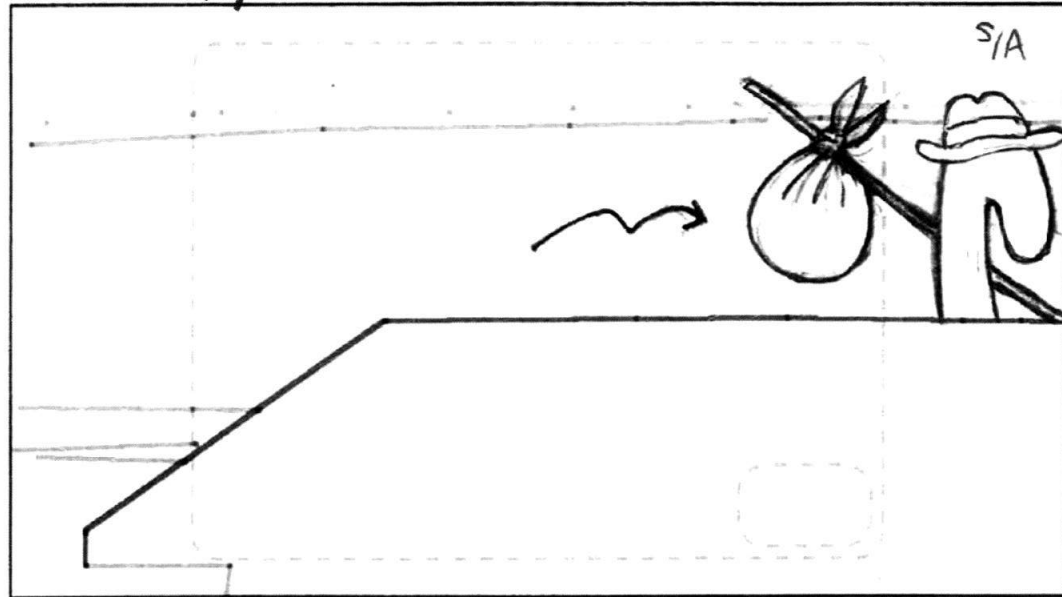
1025/162

ADVENTURE TIME

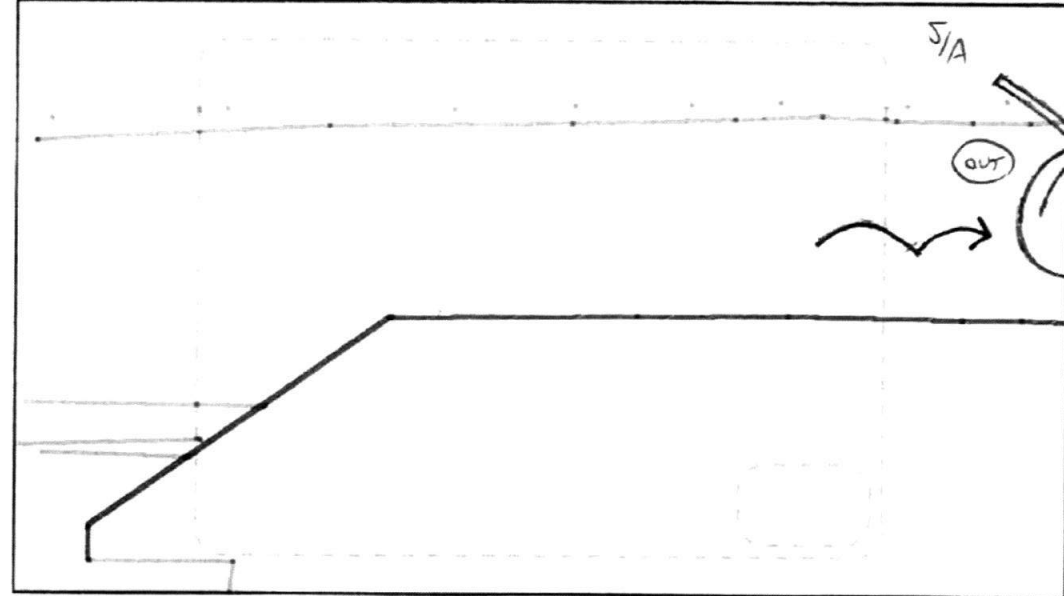


Page **54**

Sc. 20 *cont* Pnl. ZB Bg. day night



Sc. 20 *cont* Pnl. ZC Bg. day night



Dialog:

Action: J.T. WALKS OFF-SCREEN.

Timing:

DEC 13 2013

Production :

EPISODE #

Cut

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **55**

Sc. 21

Pnl. A

Bg.

day night

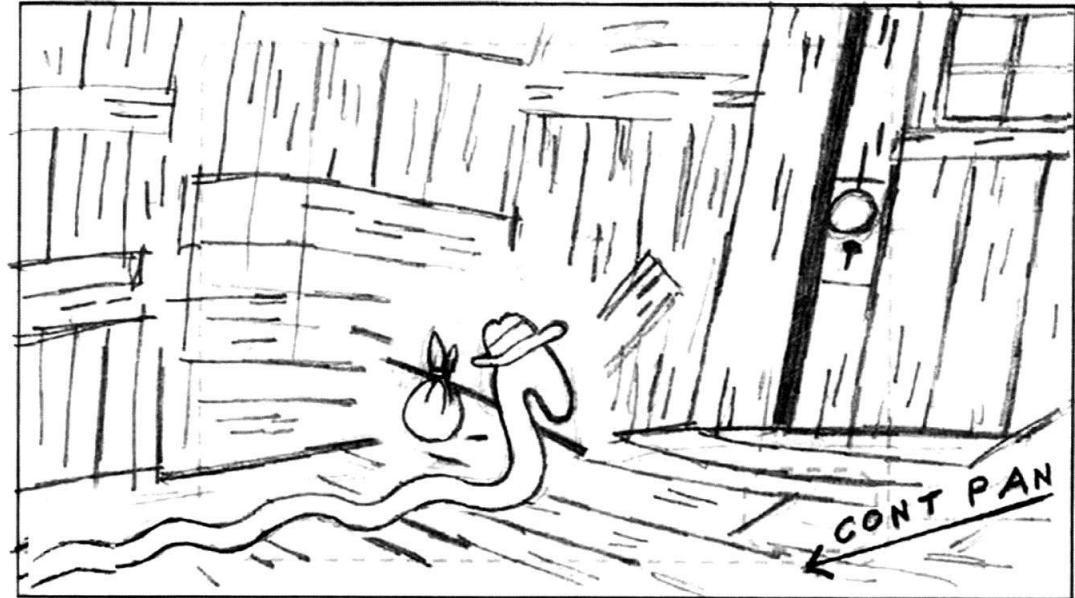


Sc. 21 *CONT*

Pnl. B

Bg.

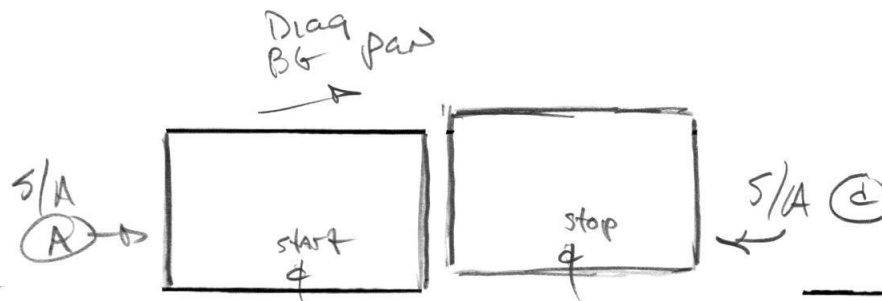
day night



Dialog:

Action: - JAKE'S TAIL WALKS TO THE DOOR.
- PAN W. ACTION

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



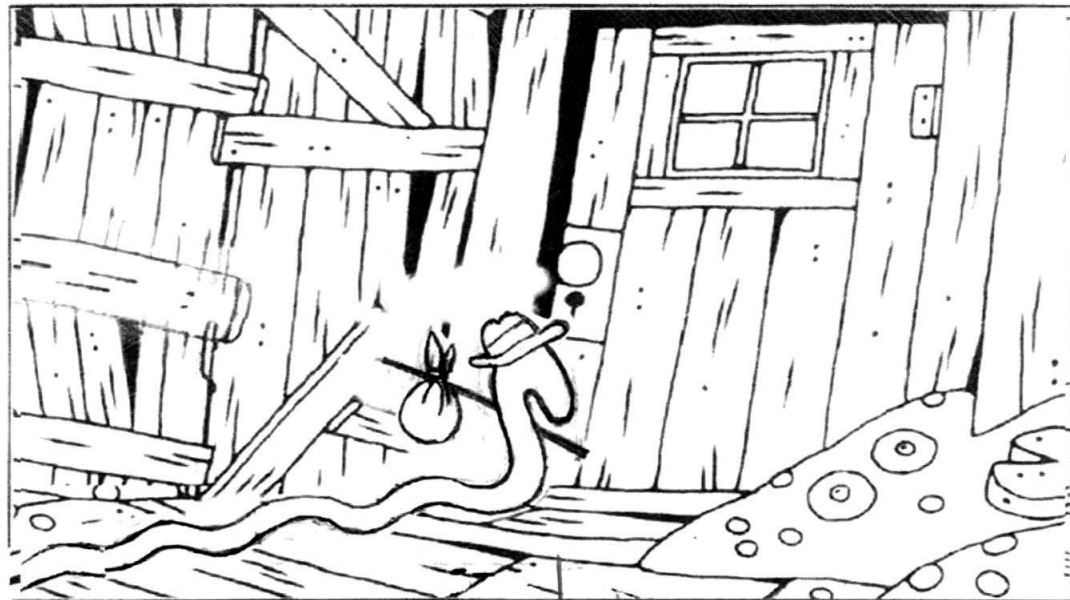
Page **56**

Sc. 21 *CONT*

Pnl. C

Bg.

day night

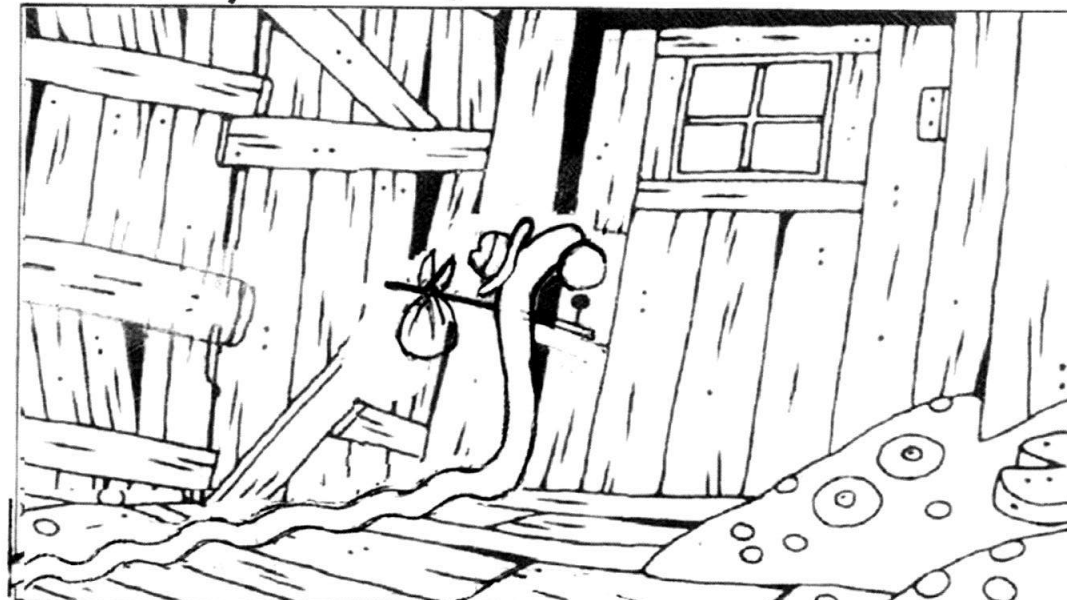


Sc. 21 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action: - JAKE'S TAIL REACHES THE DOOR.
- STOP PAN.

- JAKE'S TAIL GRABS THE DOORKNOB.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **57**

Sc 21 *CONT*

Pnl. E

Bg.

day night

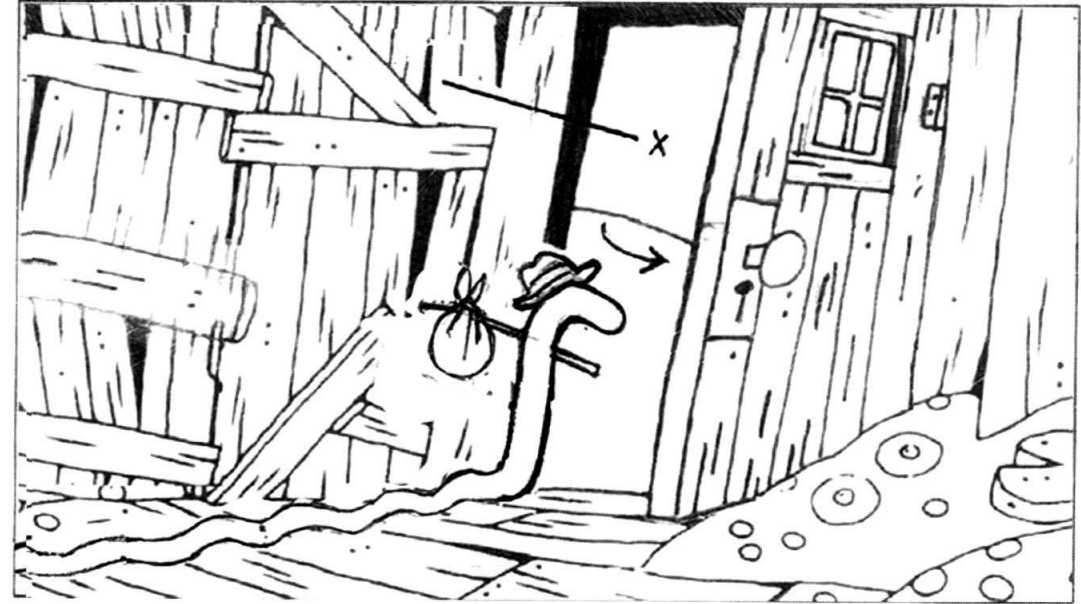


Sc. 21 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

- TAIL TURNS DOOR KNOB

JAKE'S TAIL OPENS THE DOOR.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



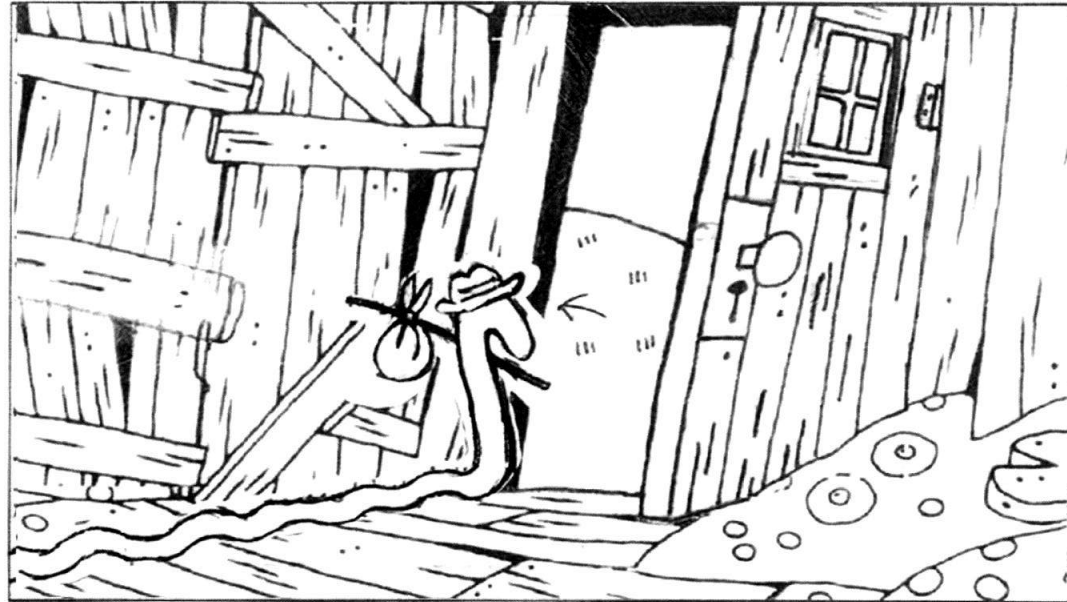
Page **58**

Sc.21 CONT

Pnl G

Bg.

day night

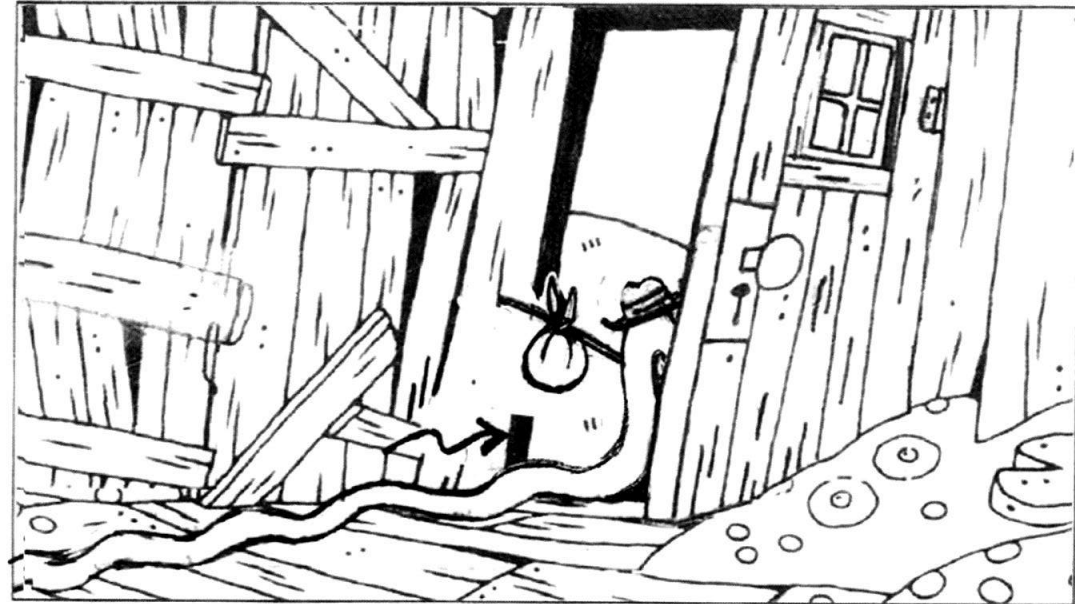


Sc.21 CONT

Pnl. H

Bg.

day night



Dialog:

Action: HIT POSE. JAKE'S TAIL IS READY TO WALK
OUT INTO THE NIGHT.

JAKE'S TAIL WALKS OUT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

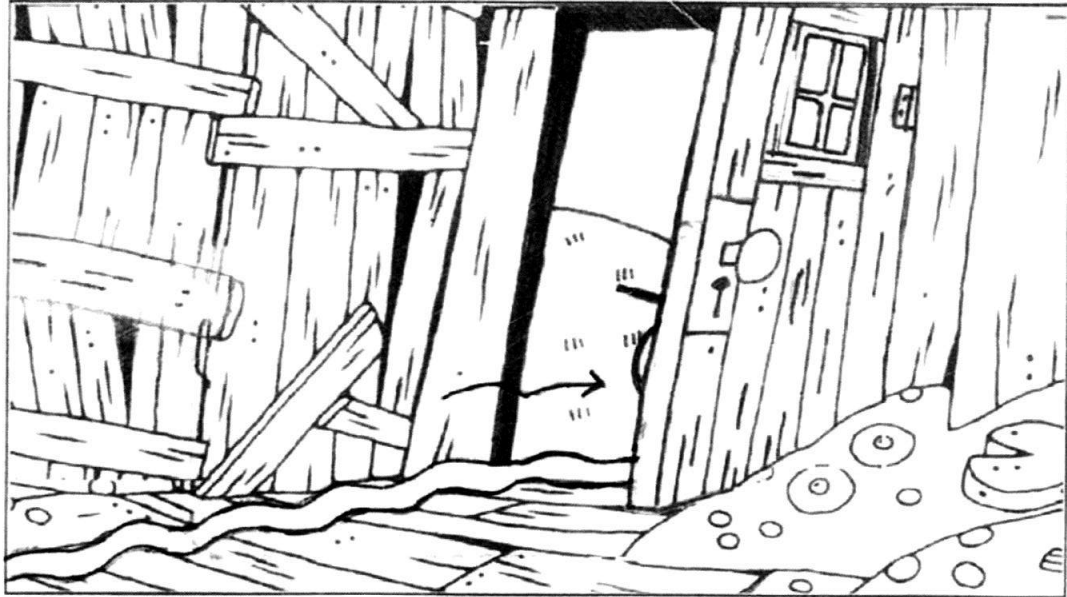
1025/162

1025/162

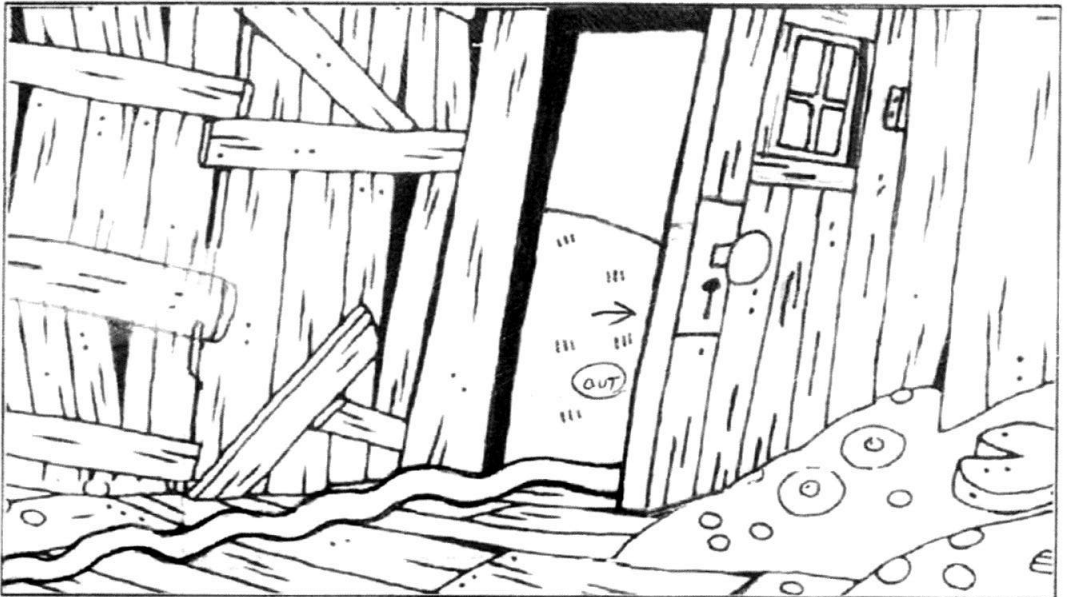
ADVENTURE TIME



Sc. 21 CONT Pnl. I Bg. day night



Sc. 21 CONT Pnl. J Bg. day night



He cut

Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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HU
cut

ADVENTURE TIME

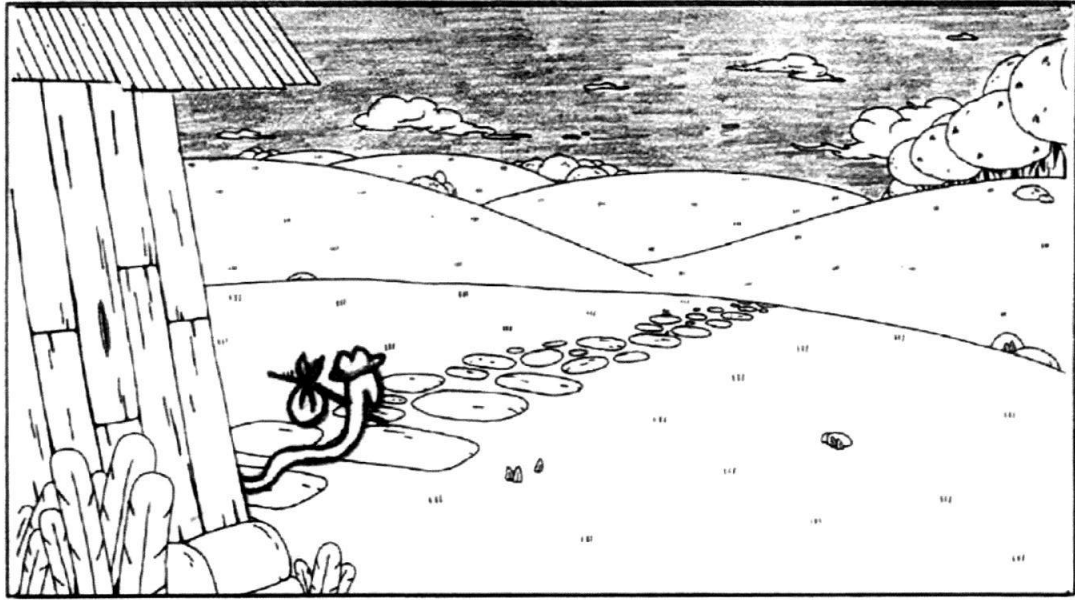


Sc. 22

Pnl. A

Bg.

day night

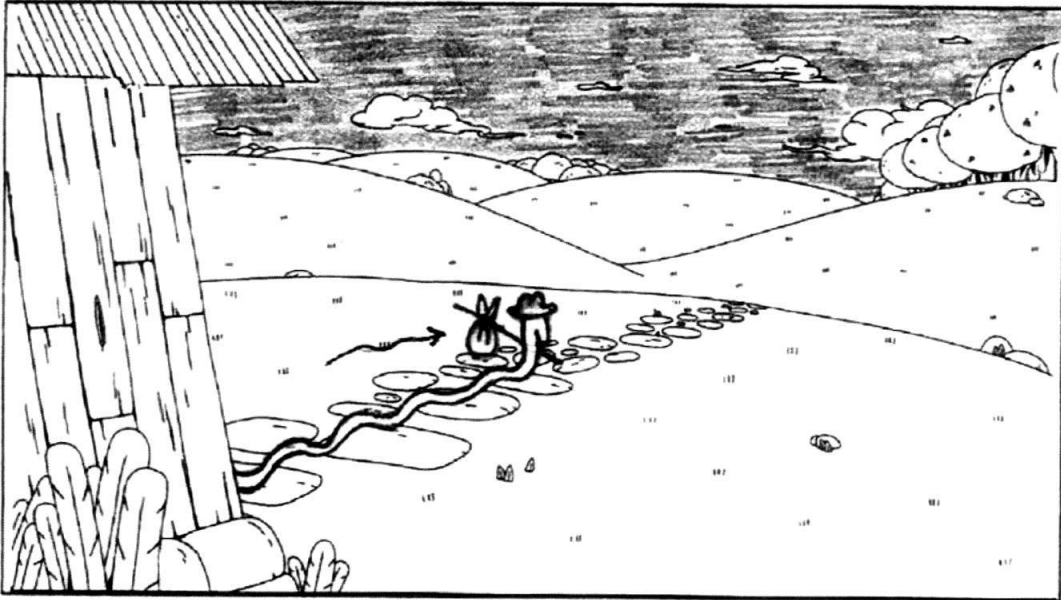


Sc. 22 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 61

Sc. 22 *cont*

Pnl. C

Bg.

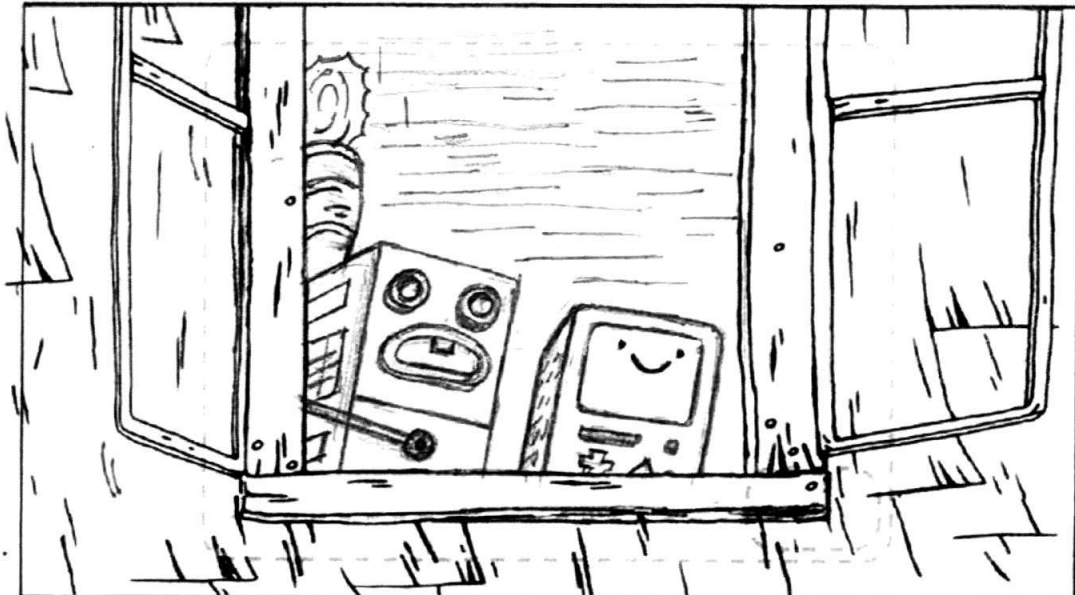
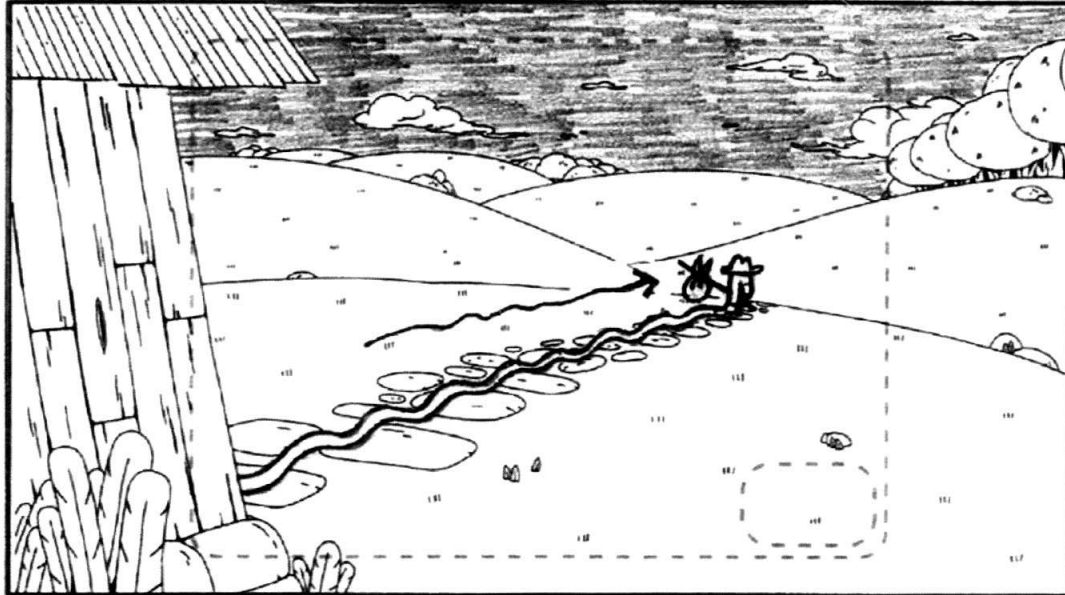
day night

Sc. 23

Pnl. A

Bg.

day night



Dialog:

NEPTR (bewildered): But, where does it go?

Action:

NEPTR AND BMO LOOK OUT A WINDOW AT
JAKE'S TAIL WALKING AWAY INTO THE NIGHT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



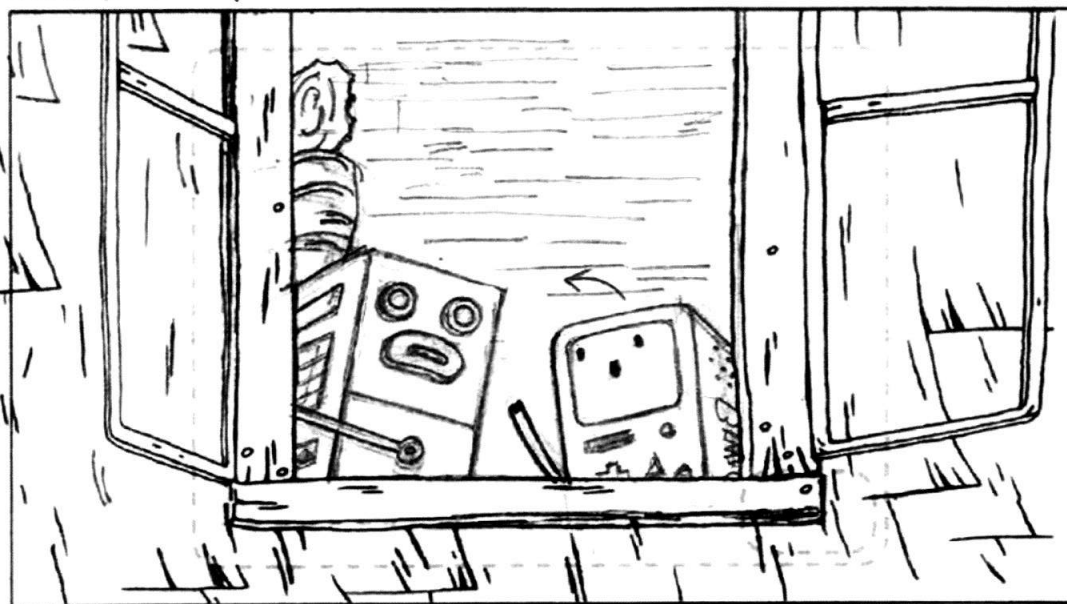
Page 62

Sc. 23 *cont*

Pnl. B

Bg.

day night

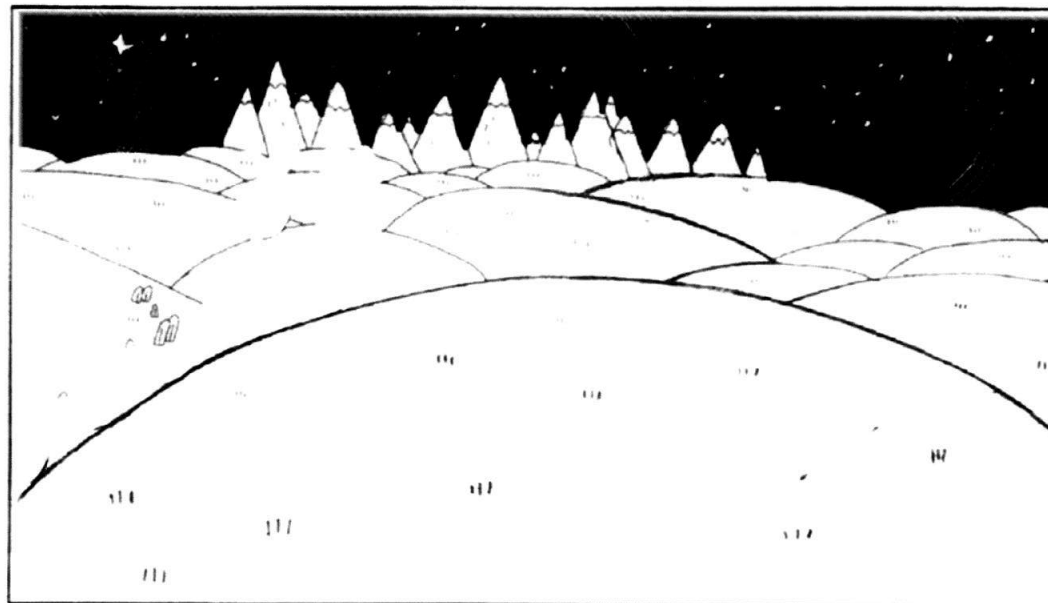


Sc. 24

Pnl. A

Bg.

day night



Dialog:

BMO: THAT'S NONE OF OUR BUSINESS.

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

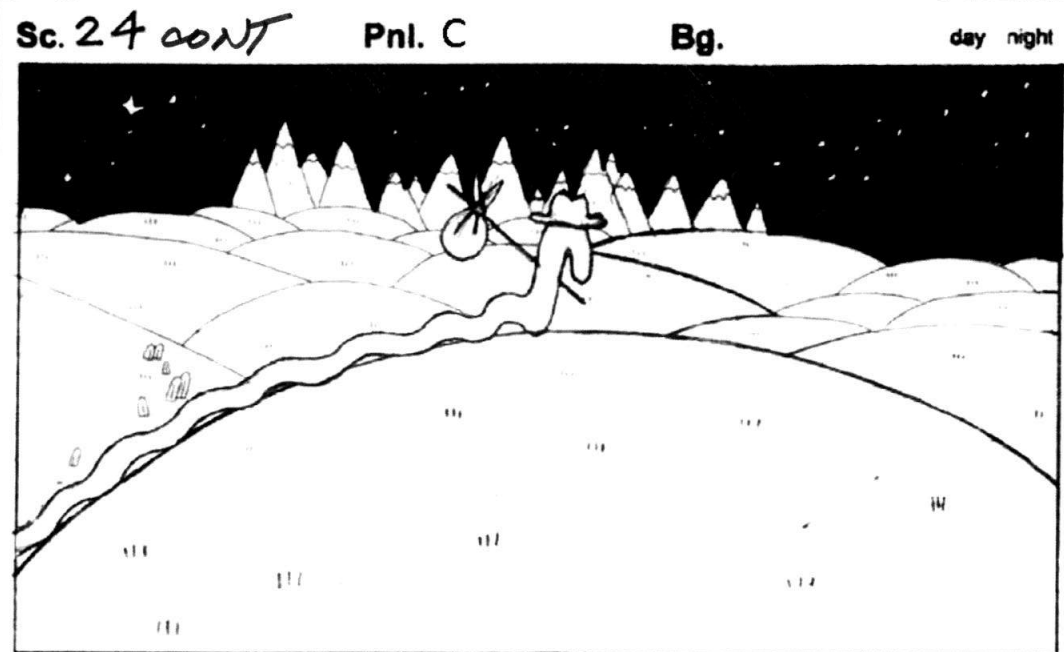
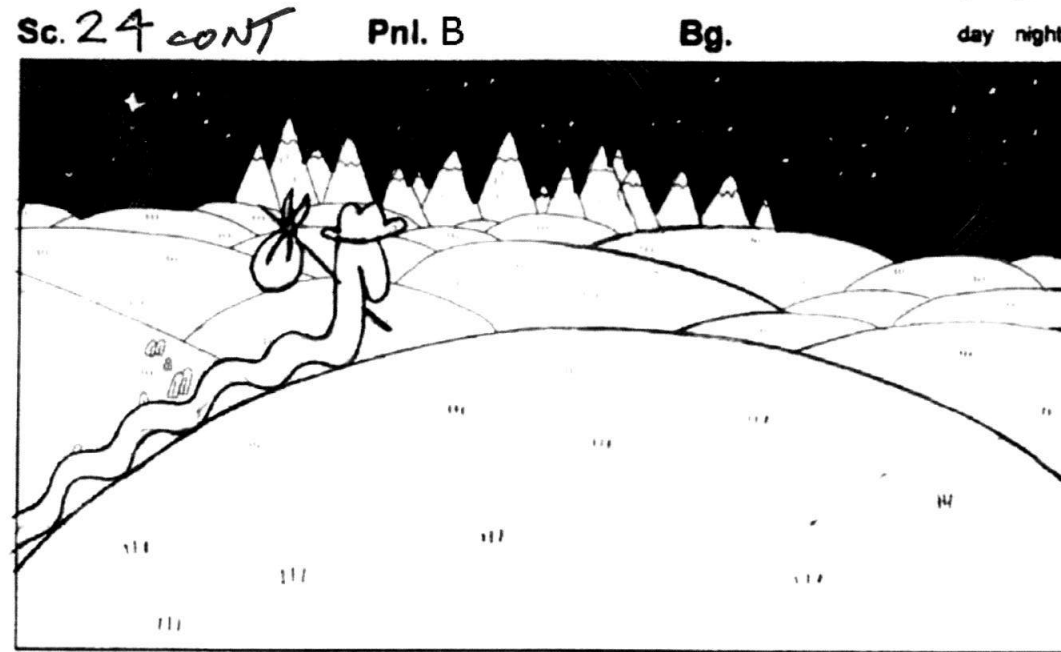
1025/162

1025/162

ADVENTURE TIME



Page **63**



Dialog:	
Action:	JAKE'S TAIL WALKS OVER A HILL.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

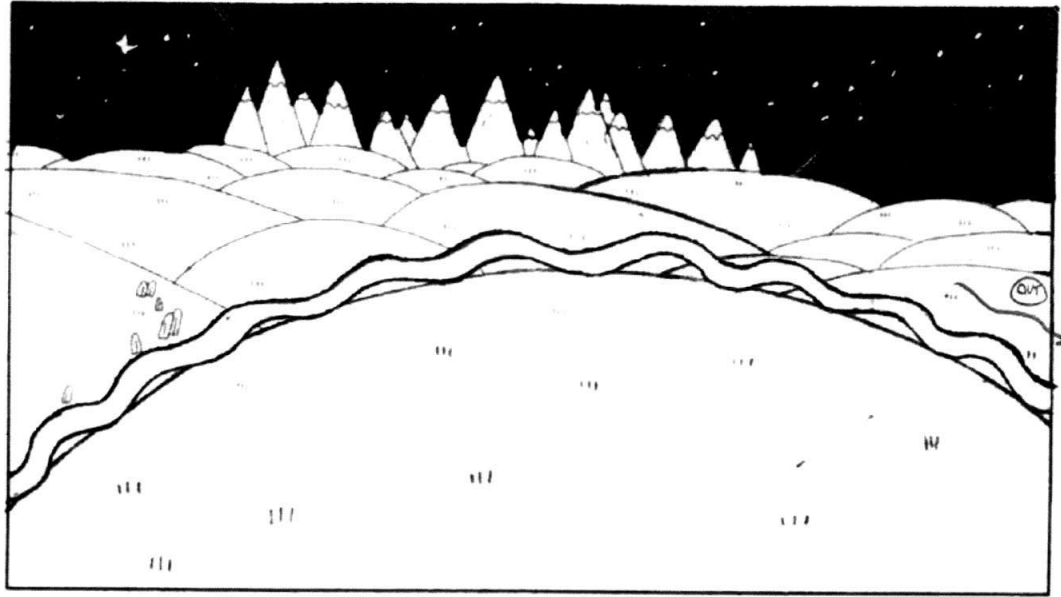
1025/162

1025/162

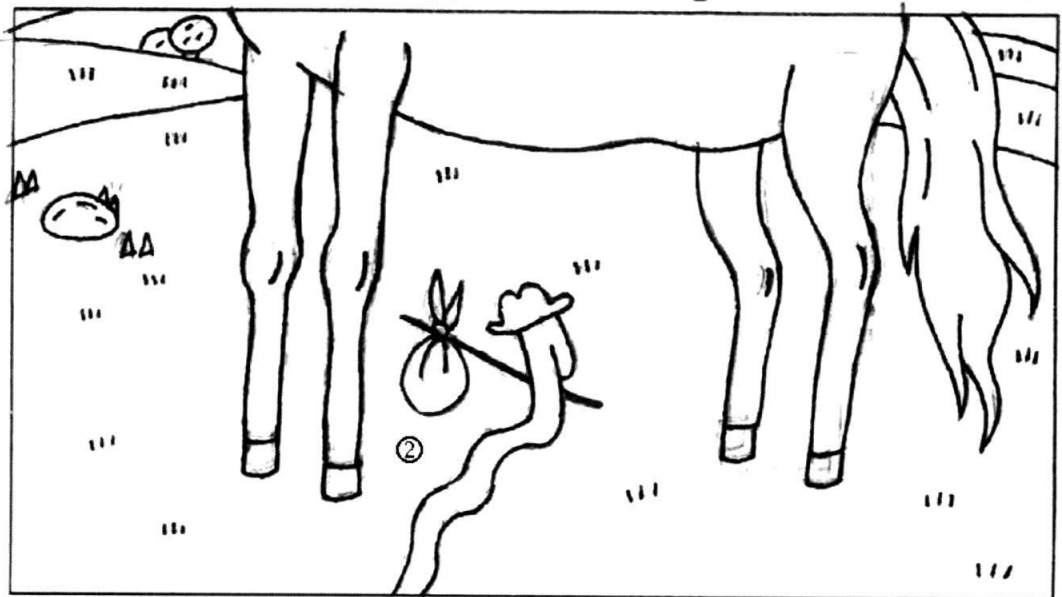
ADVENTURE TIME



Sc. 24 CONT Pnl. Bg. day night



Sc. 25 Pnl. A Bg. day night



Dialog:	
Action:	JAKE'S TAIL WALKS UNDER A SLEEPING HORSE.
Timing:	DEC 13 2013



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ADVENTURE TIME



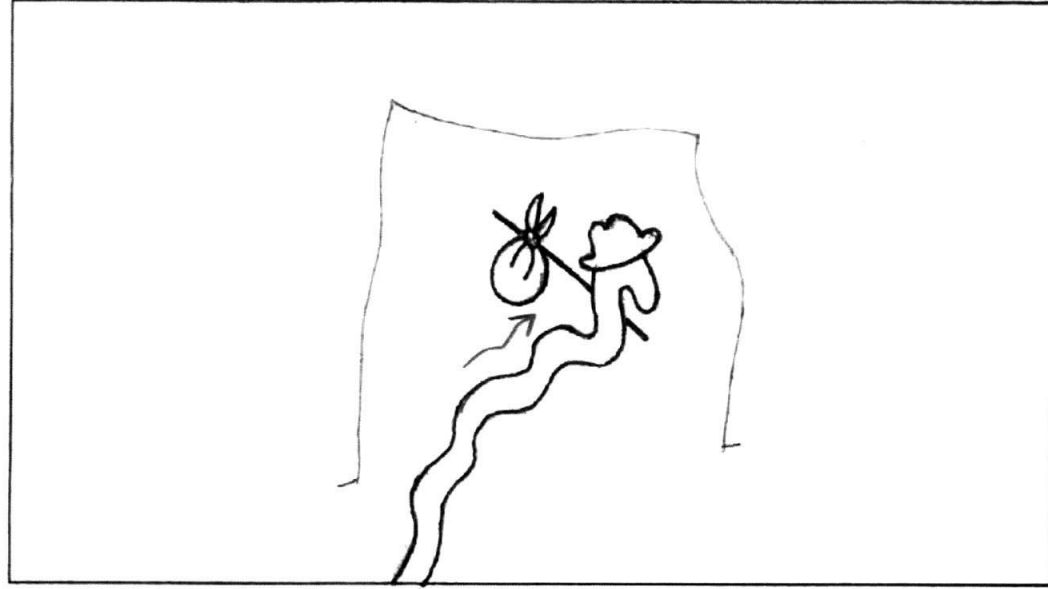
Page 65

Sc. 25 CONT

Pnl. B

Bg.

day night

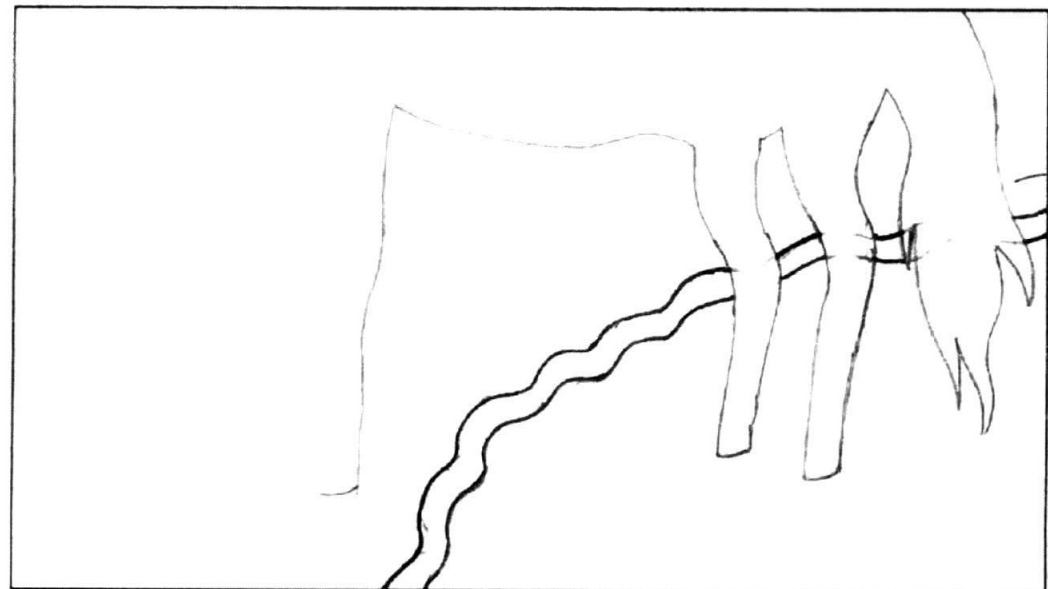


Sc. 25 CONT

Pnl. C

Bg.

day night



Cut

Dialog:	
Action:	- TAIL WALKS OFF/S
Timing:	DEC 13 2013

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Cut

ADVENTURE TIME



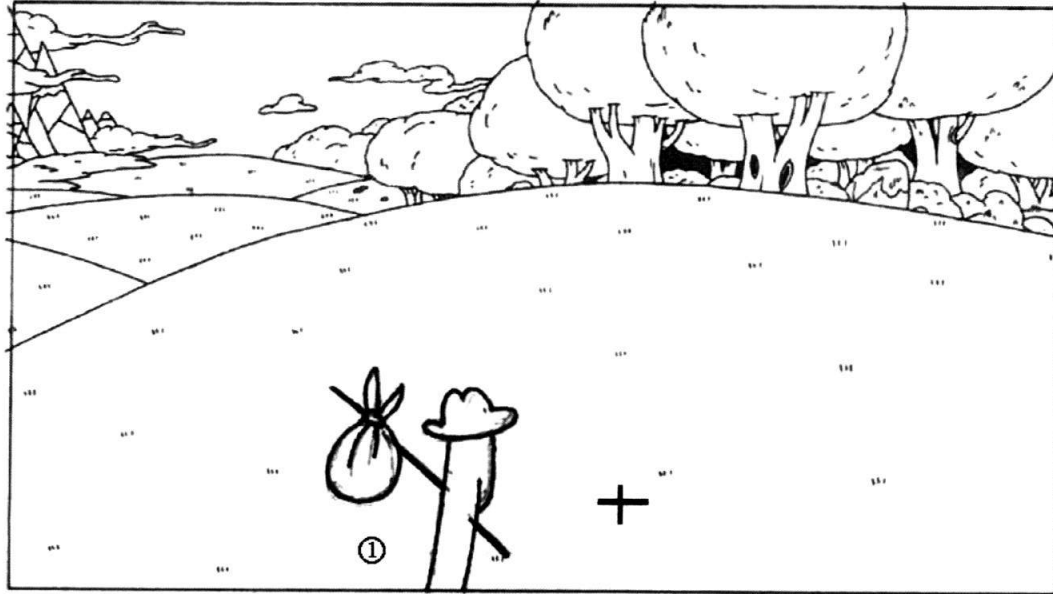
Page 66

Sc. 26

Pnl. A

Bg.

day night

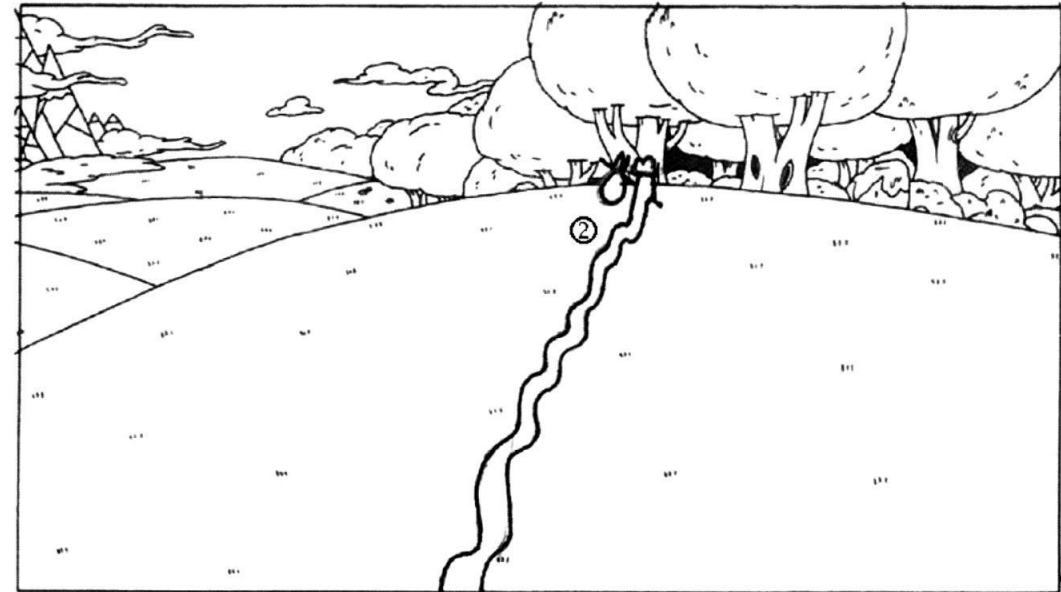


Sc. 26 CONT

Pnl. B

Bg.

day night

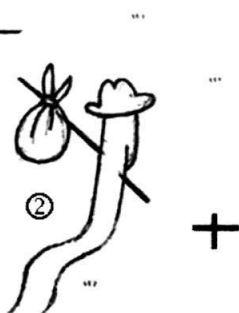


Dialog:

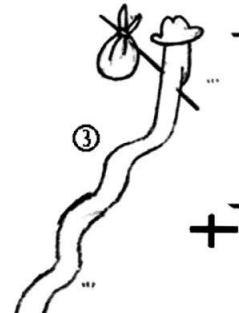
DEC 13 2013

Action: JAKE'S TAIL WALKS OVER A HILL,
INTO THE DISTANCE.

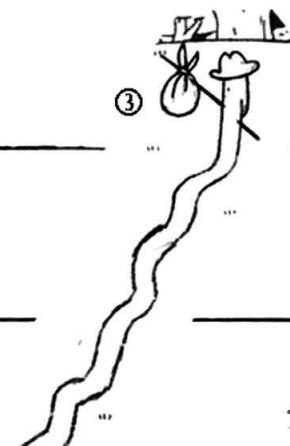
Timing:



+



+



EPISODE #

Production :

Cut

1025/162

1025/162

Cut

ADVENTURE TIME



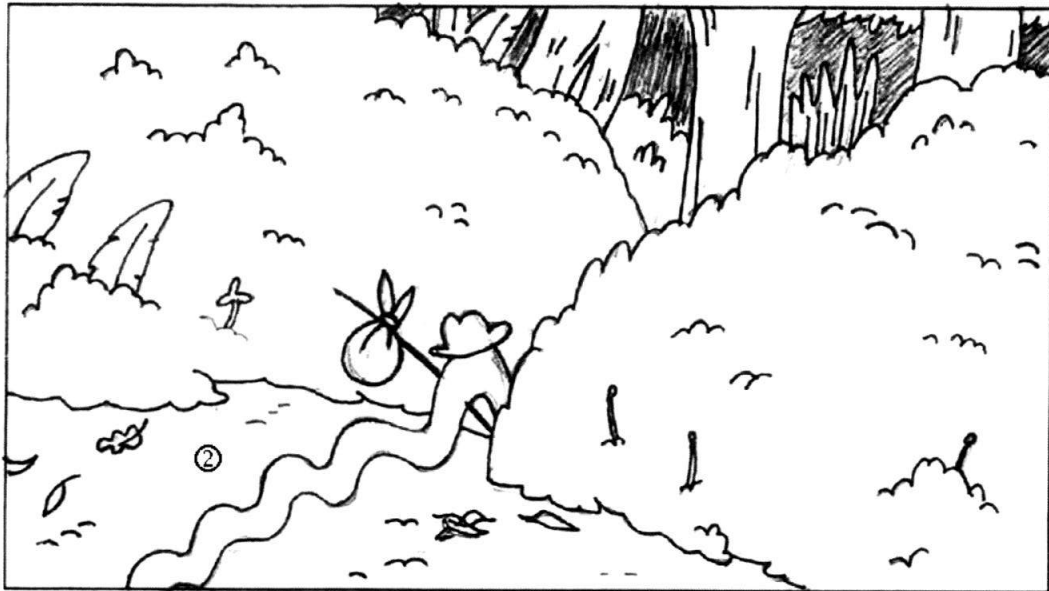
Page 67
LATENT Cut

Sc. 27

Pnl. A

Bg.

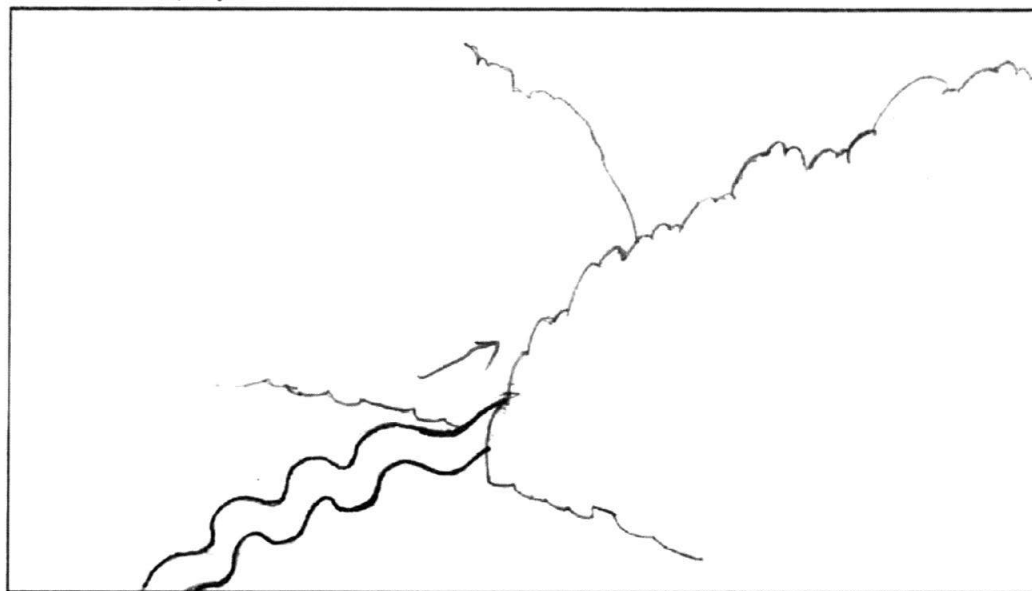
day night



Sc. 27 CONT

Pnl. B

Bg.



Dialog:

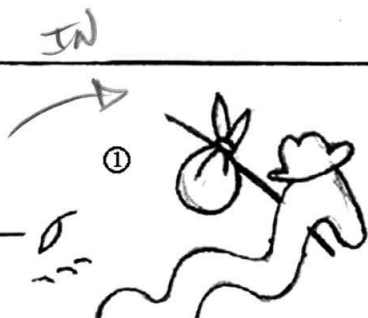
SFX : * RUSTLING *

Action:

JAKE'S TAIL WALKS INTO THE FOREST.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

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Cut

ADVENTURE TIME



NO SC
29

Page 67A
LONEXT
day night

Cut

Sc. 28

Pnl. A

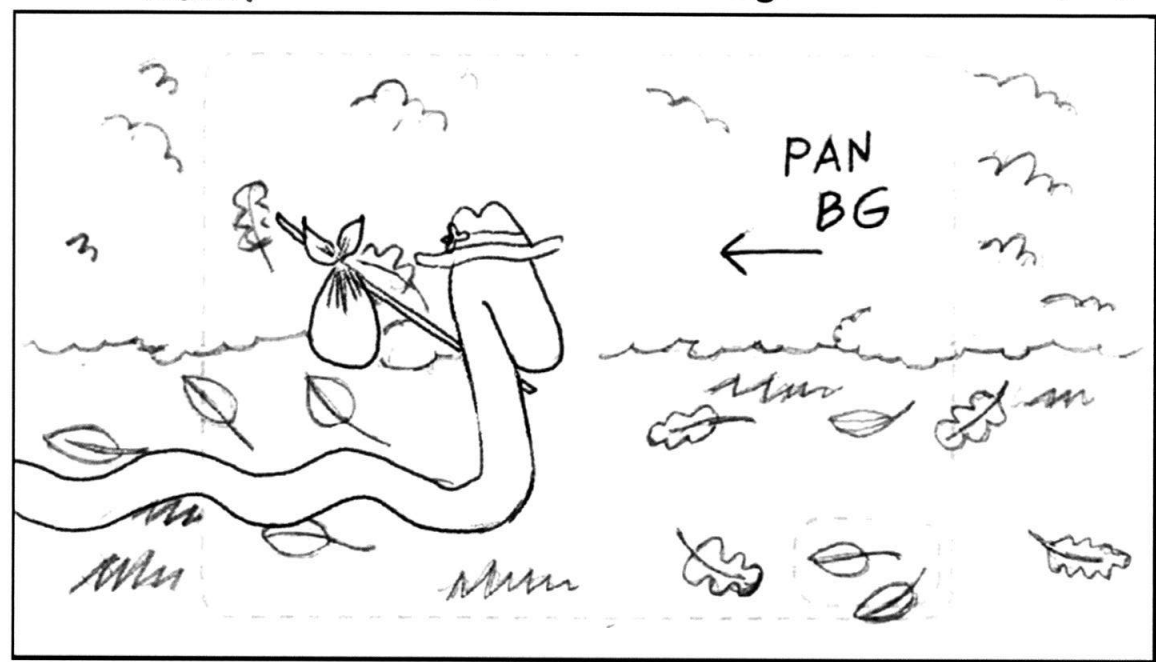
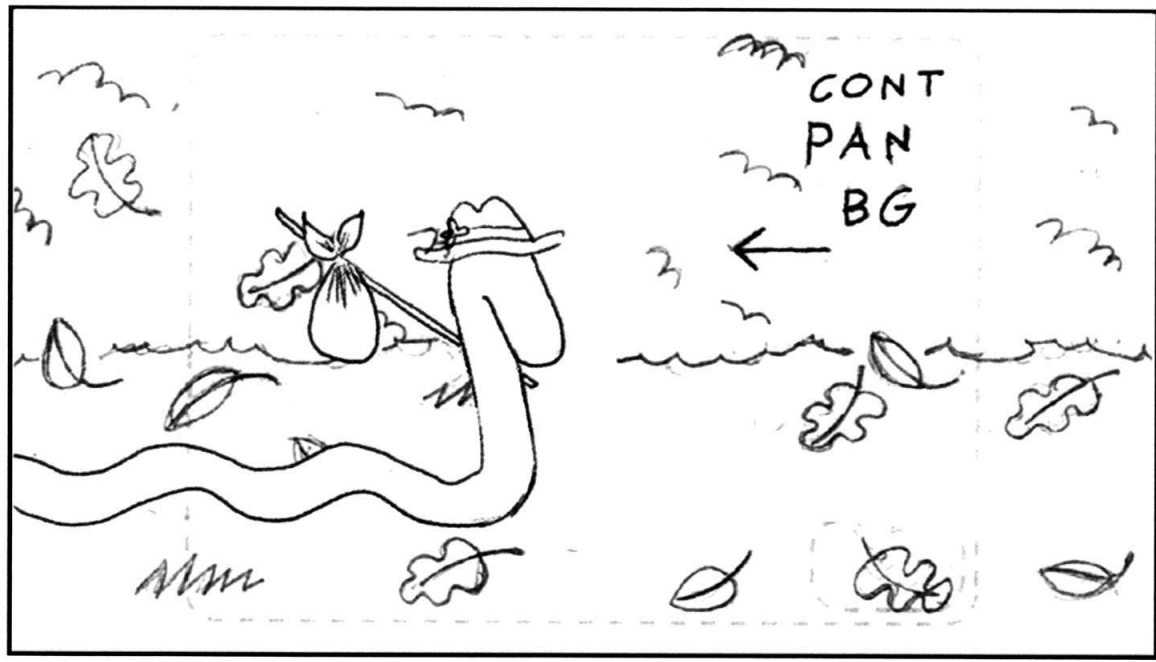
Bg.

day night

Sc. 28 CONT

Pnl. B

Bg.



Dialog:	<p>TICKET SELLER (WAVING A CANE): TICKETS! GET YA! TICKETS HERE! SEE THE WORLD'S</p>
Action:	<p>DEC 13 2013</p>
Timing:	

EPISODE #
1025/162

Production:

1025/162

Cut

ADVENTURE TIME



Page 68

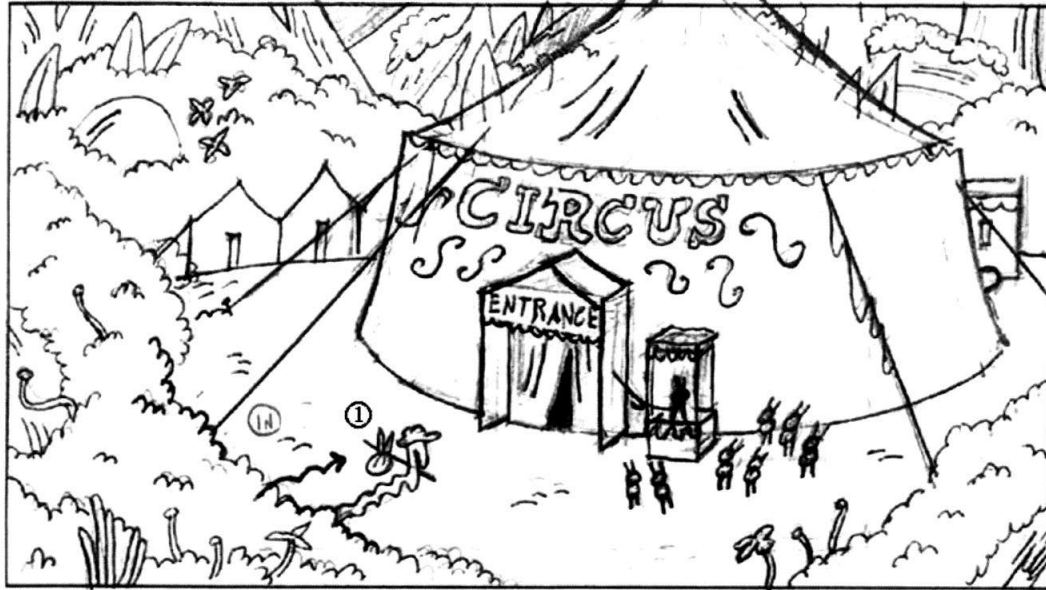
Cut

Sc. 30

Pnl. A

Bg.

day night

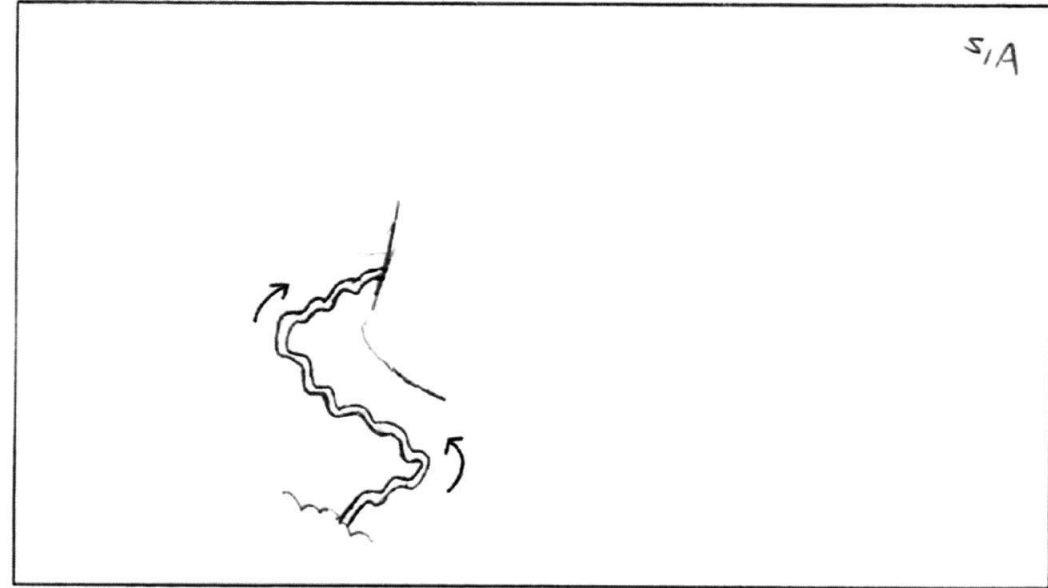


Sc. 30 CONT

Pnl. B

Bg.

day night



EPISODE #

1025/162

Dialog:

TICKET SELLER (WAVING A CANE): ① GREATEST
② TINY ③ CIRCUS!

TICKET SELLER: ③ WITNESS THE ④ AMAZING
⑤ WOOD ④ EATING ⑤ TERMITE --

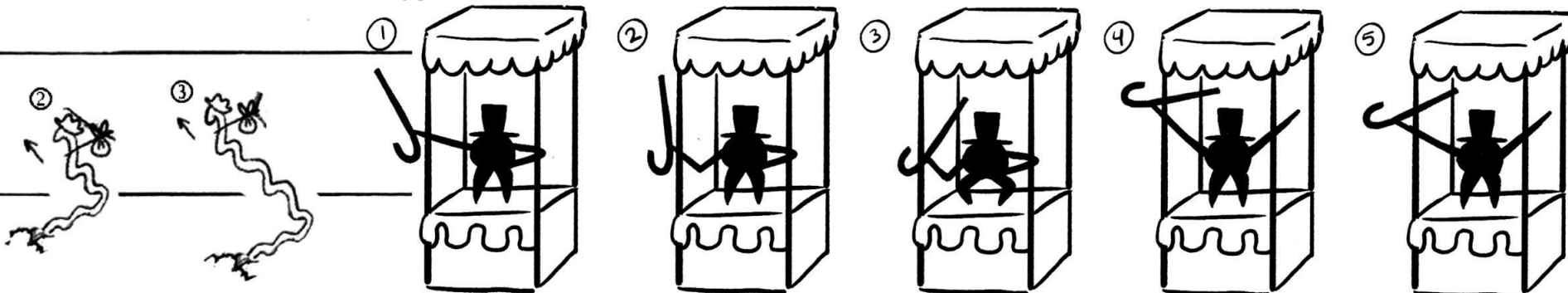
DEC 13 2013

Action:

JAKE'S TAIL ENTERS A CLEARING WHERE
THERE'S A CIRCUS TENT. DETAIL:

JAKE'S TAIL WALKS AROUND THE TENT, GOING
BEHIND IT.

Timing:



1025/162

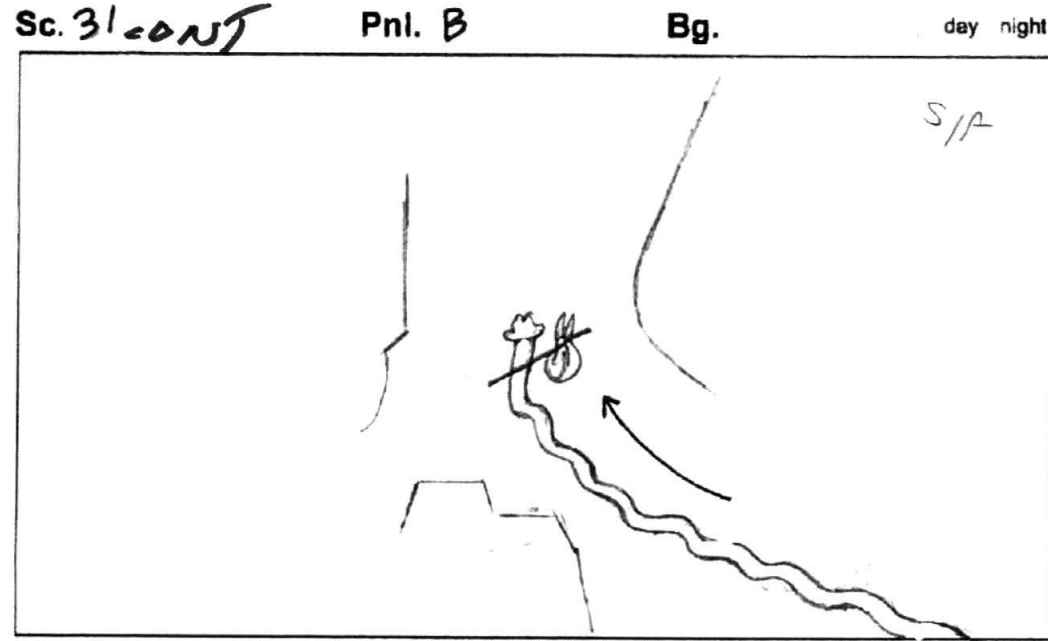
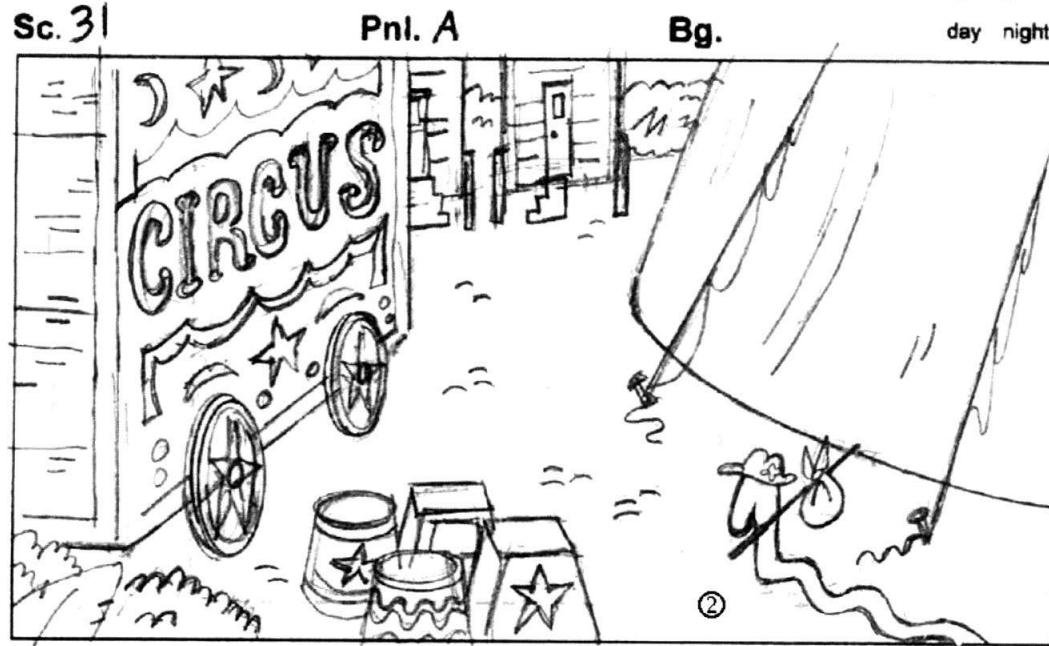
1025/162

Cut

ADVENTURE TIME



Cut



Dialog:	TICKET SELLER : (0/5) THE MIGHTY STRONGANT!	TICKET SELLER : (0/5) ... WE GOT A BEARDED GNAT!
Action:	JAKES TAIL CONTINUES WALKING, NOW AT THE BACK SIDE OF THE TENT.	
Timing:		

DEC 13 2013

EPISODE #

Production :

Cut

ADVENTURE TIME



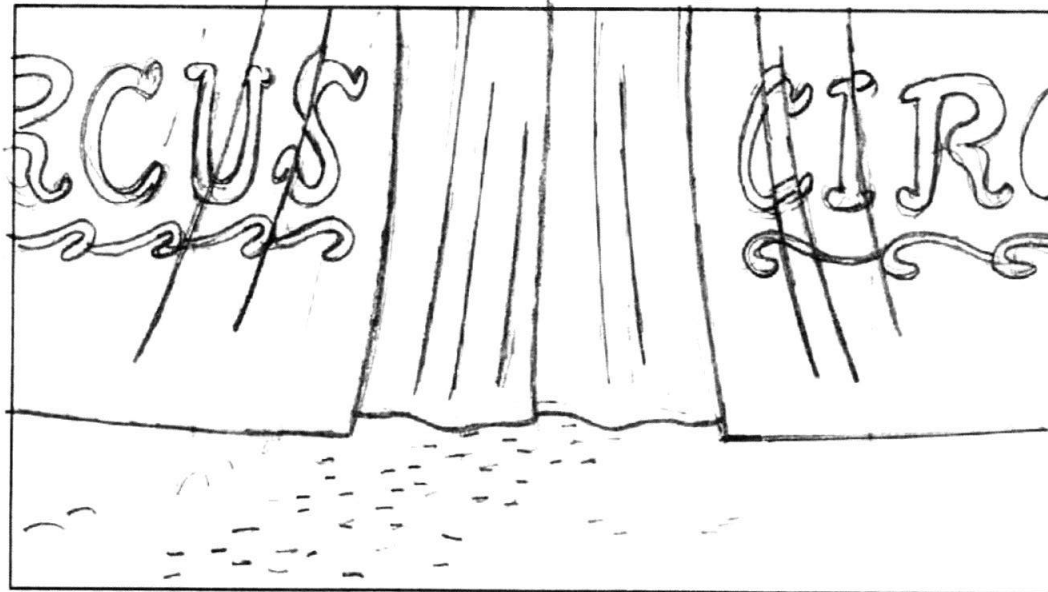
Page 70

Sc. 32

Pnl. A

Bg.

day night

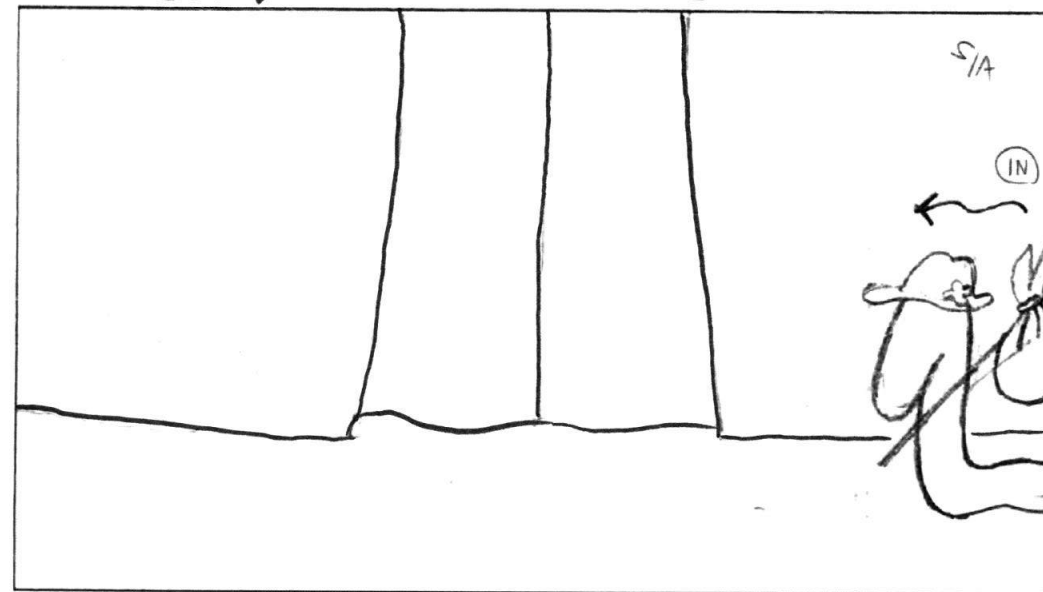


Sc. 32 CONT

Pnl. B

Bg.

day night



Dialog:

Action: ON ONE OF THE ENTRANCES TO THE CIRCUS TENT.

JAKE'S TAIL WALKS INTO THE SCENE.

DEC 13 2013

Timing:

EPISODE #

Production :

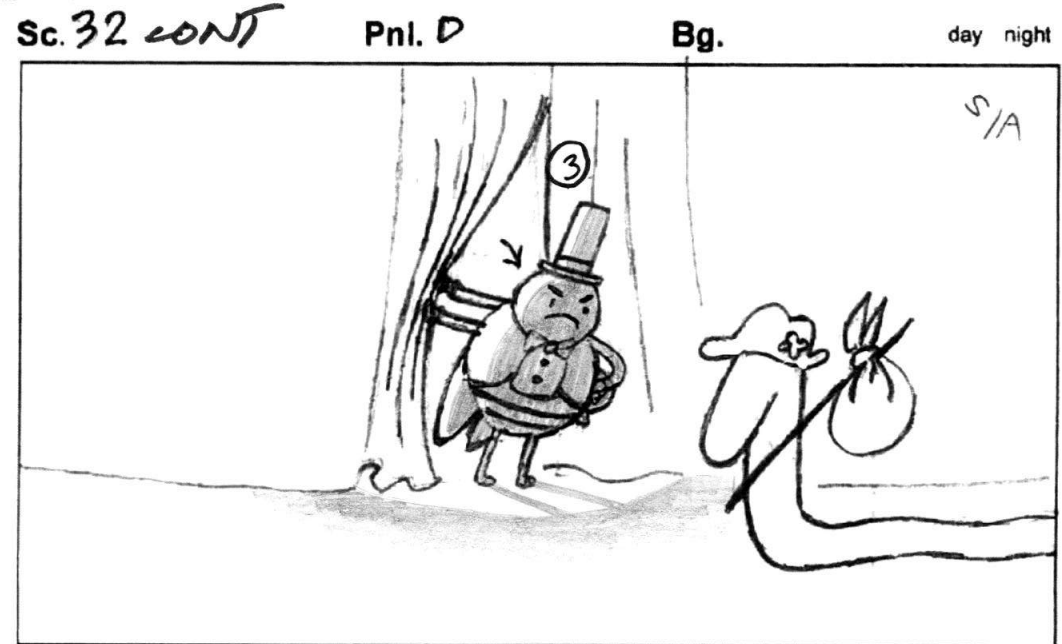
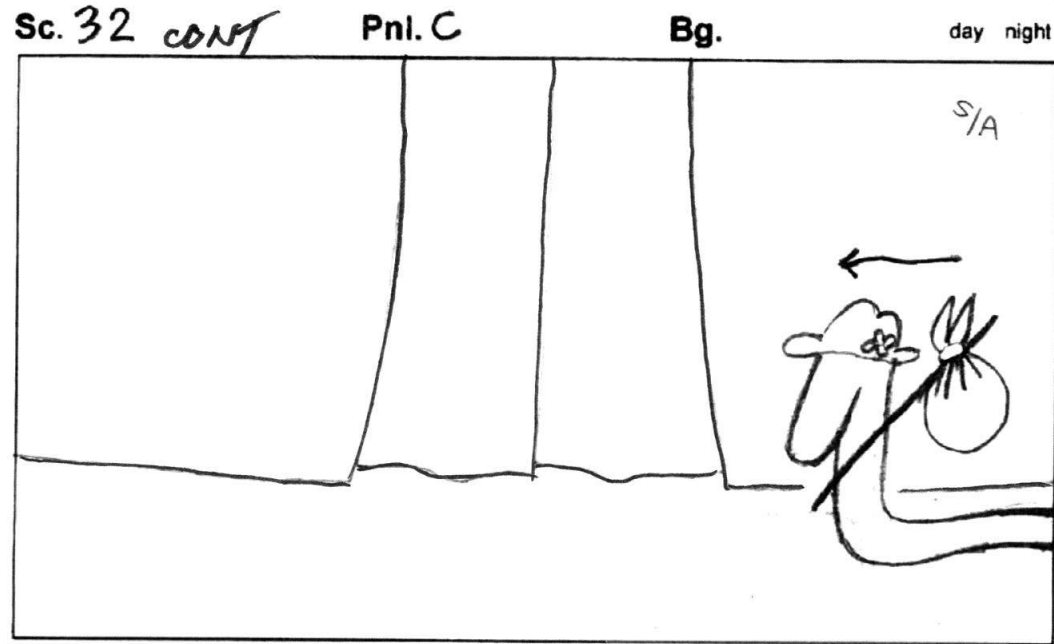
1025/162

1025/162

ADVENTURE TIME



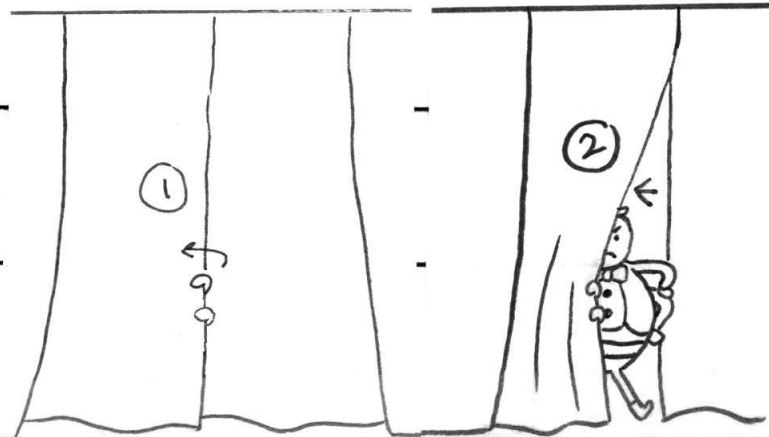
Page 71



Dialog:

Action: *CONT.*
JAKE'S TAIL
WALKING IN.

Timing:



SFX: * SHFF *

- THE RINGMASTER POPS OUT OF THE ENTRANCE TO THE TENT
- JAKE'S TAIL STOPS WALKING.

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EPISODE #

Production :

1025/162

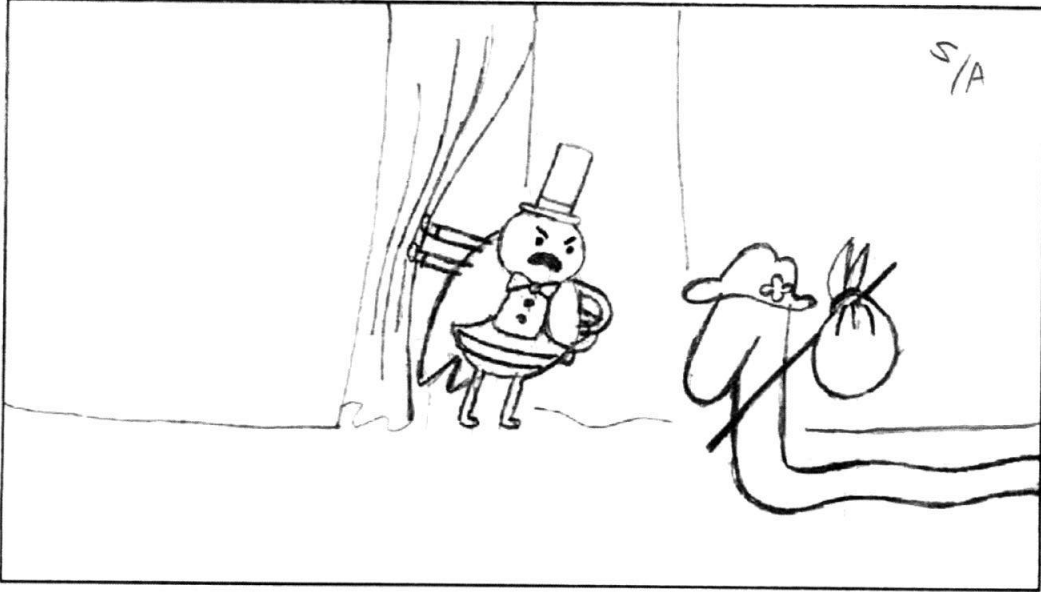
1025/162

1025/162

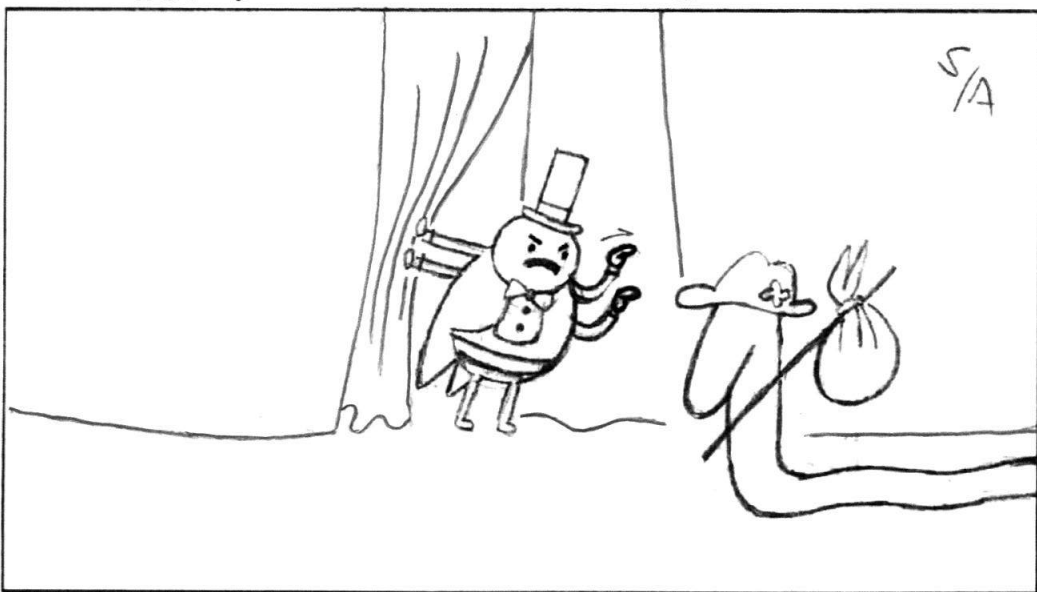
ADVENTURE TIME



Sc. 32 CONT Pnl. E Bg. day night



Sc. 32 CONT Pnl. F Bg. day night



Dialog:	<u>RINGMASTER</u> : YOU'RE LATE, BLUE NOSE!	<u>RINGMASTER</u> : GET INTO MAKEUP.
Action:	RINGMASTER SNAPS AT JAKE'S TAIL (BLUE NOSE')	
Timing:	DEC 13 2013	

EPISODE #

Production :

ADVENTURE TIME



Page 73

Sc. 32 CONT

Pnl. G

Bg.

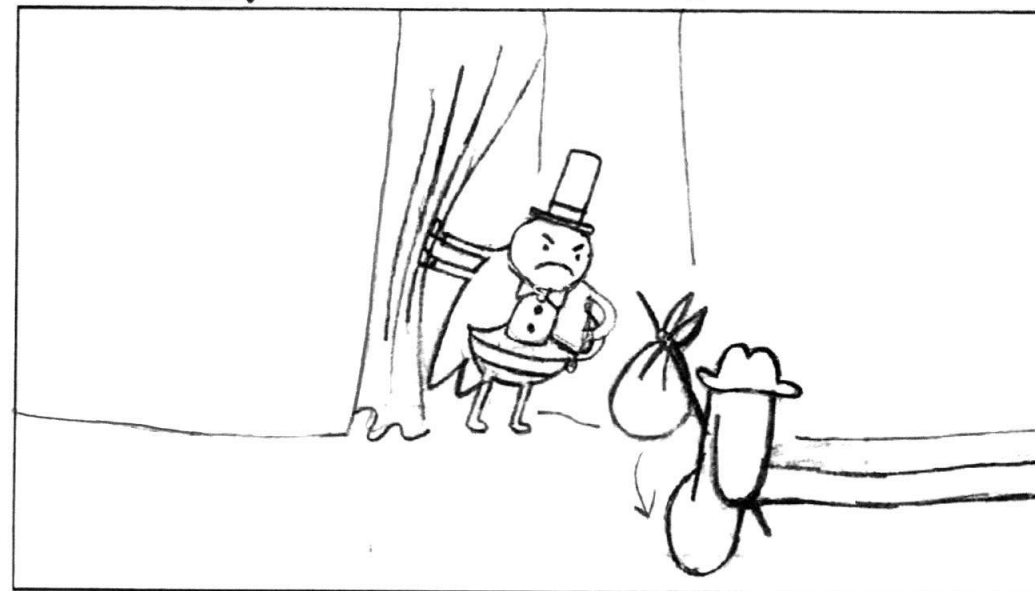
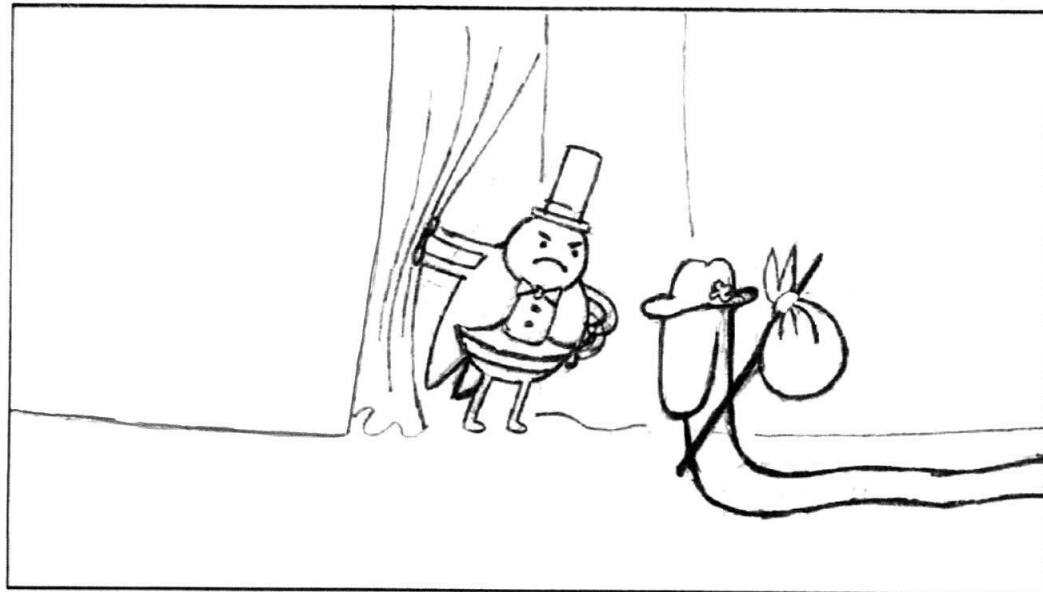
day night

Sc. 32 CONT

Pnl. H

Bg.

day night



Dialog:

Action: 'BLUE NOSE' TURNS TO WALK TOWARD HIS DRESSING ROOM.

BLUE NOSE WALKS TOWARD HIS DRESSING ROOM.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



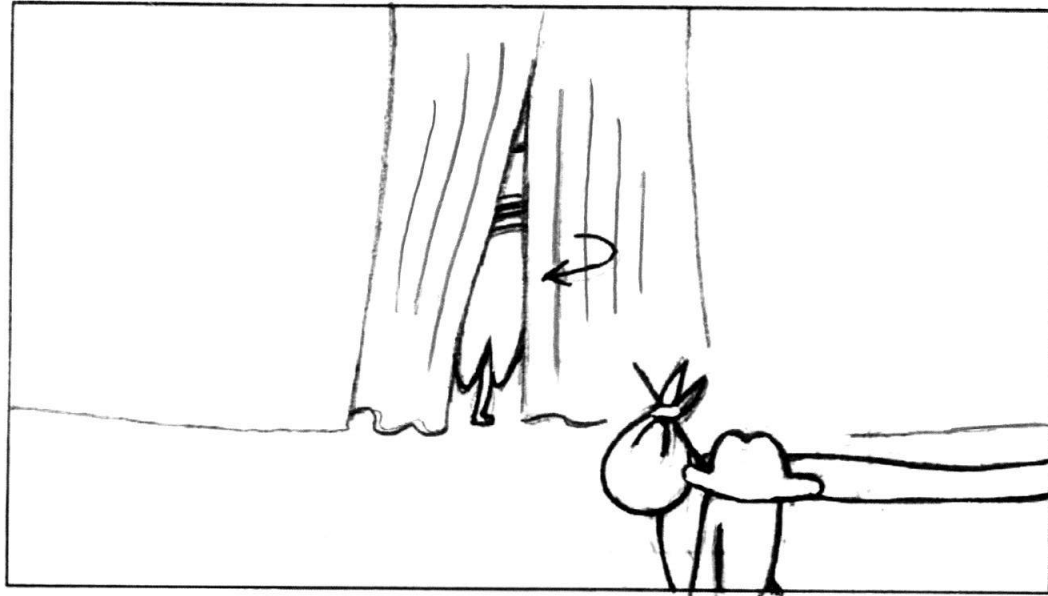
Page **74**

Sc. 32 *CONT*

Pnl. I

Bg.

day night

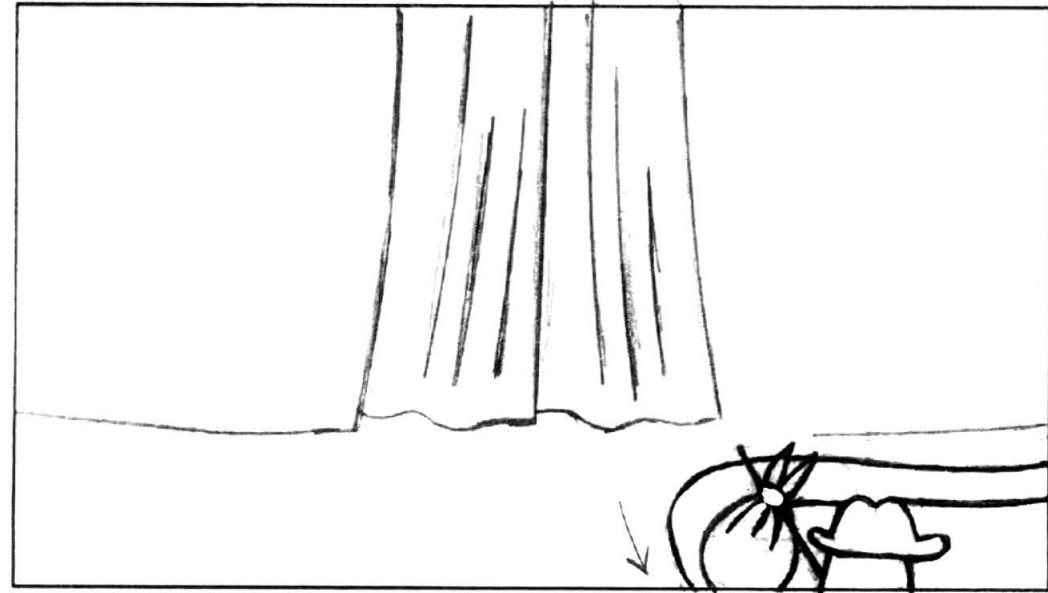


Sc. 32 *CONT*

Pnl. J

Bg.

day night



Dialog:

Action: - RINGMASTER DUCKS BACK INTO THE TENT.
- BLUE NOSE CONT. WALKING.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

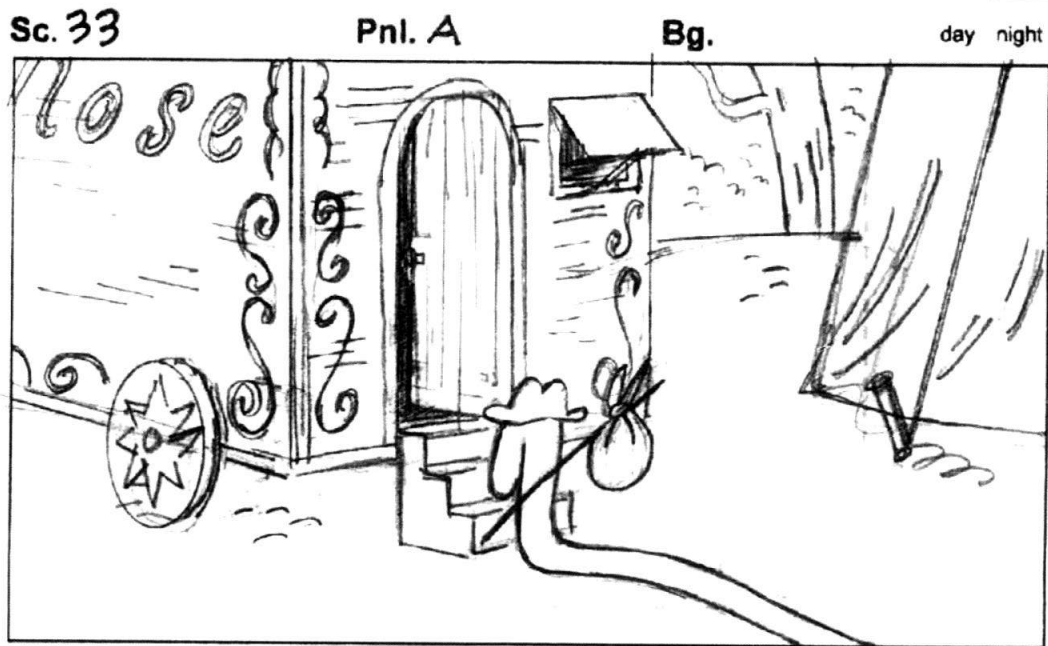
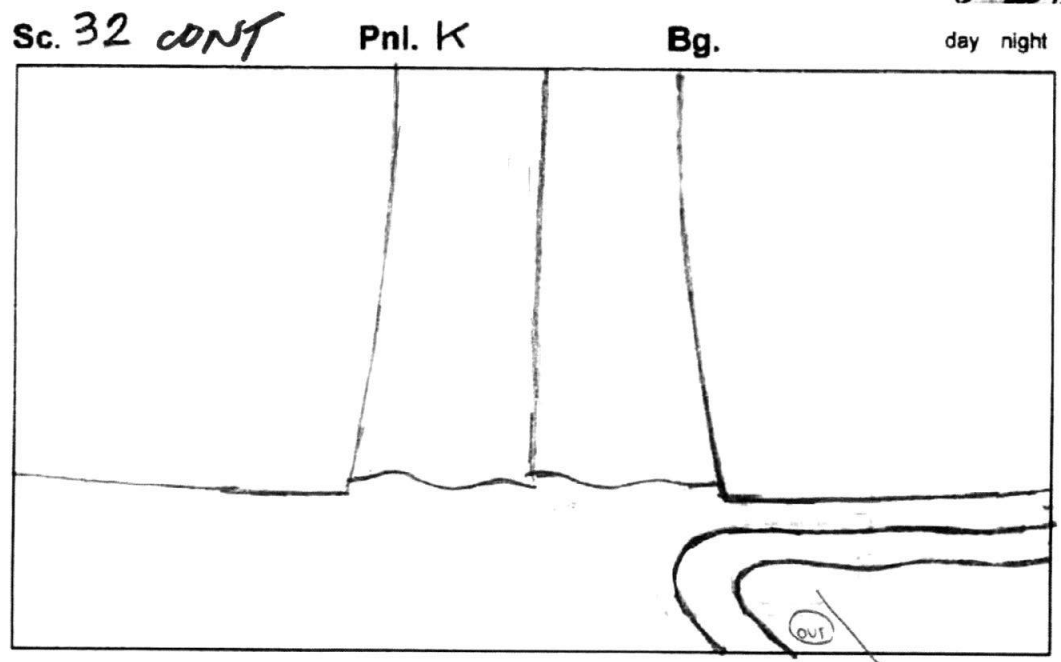
1025/162

1025/162

ADVENTURE TIME



cut



Dialog:	
Action:	BLUE NOSE APPROACHES HIS DRESSING ROOM.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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1025/162

ADVENTURE TIME



Page 76
day night

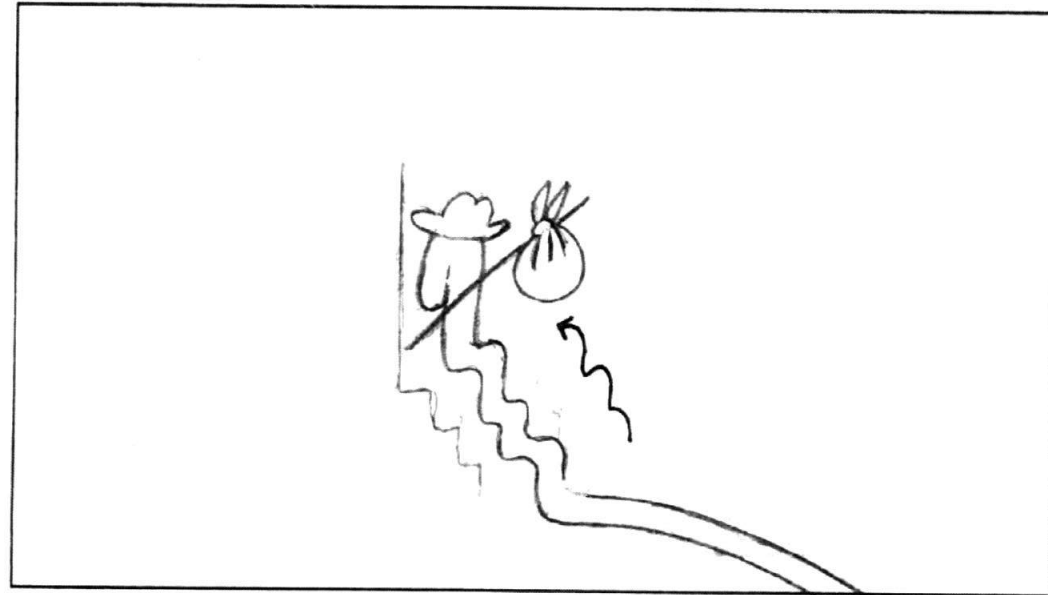
Art

Sc. 33 *CONT*

Pnl. B

Bg.

day night

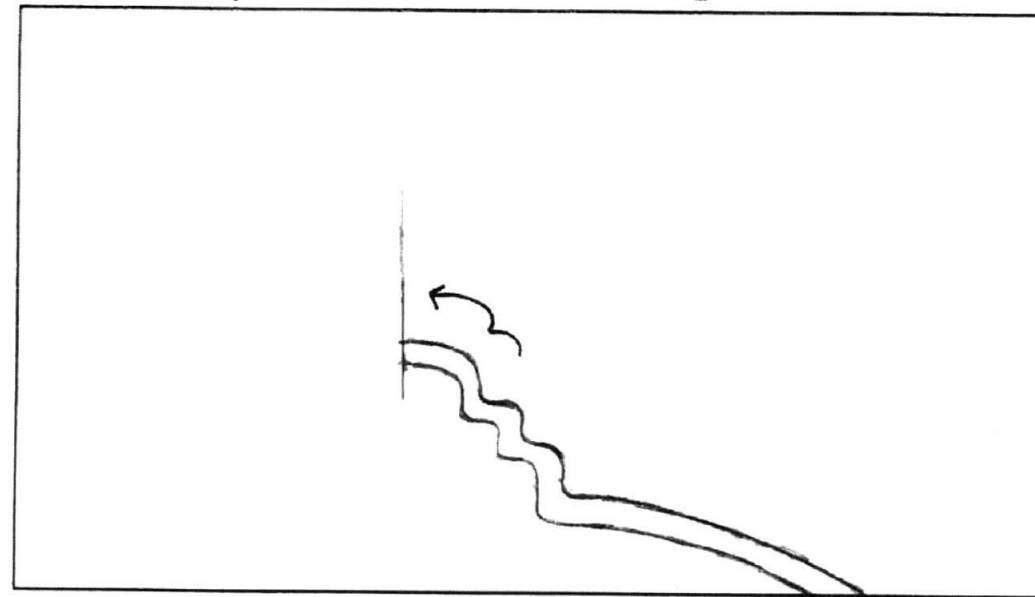


Sc. 33 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action: BLUE NOSE WALKS UP THE STEPS
TO HIS DRESSING ROOM.

BLUE NOSE WALKS INTO HIS DRESSING ROOM.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page 77

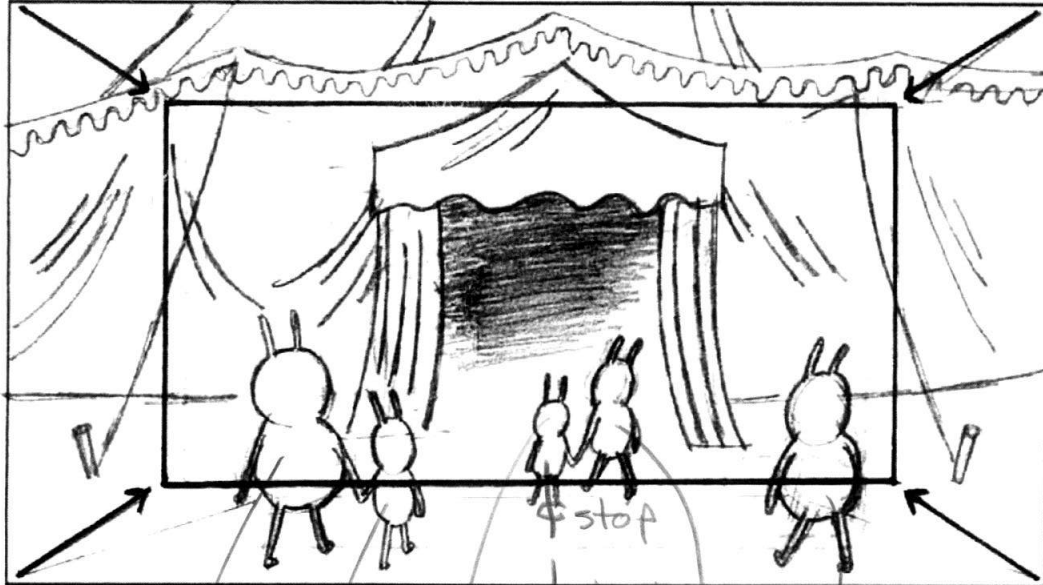
Cut

Sc. 33A

Pl. A

Bg.

day night

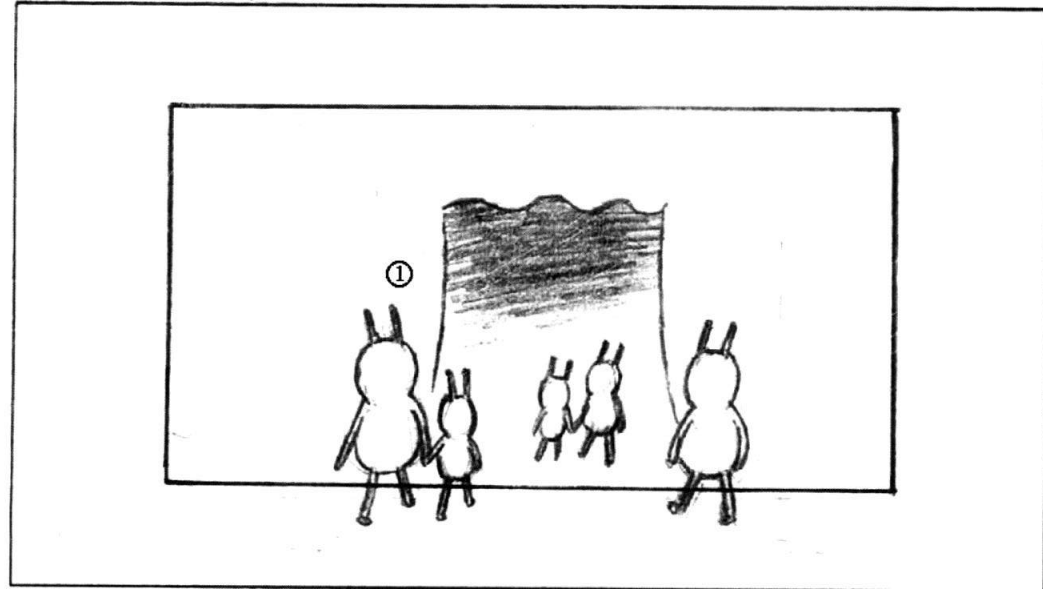


Sc. 33A CONT

Pl. B

Bg.

day night



Dialog:

#1 #2 #3

AUDIENCE (INSIDE TENT): OOOH!

#4 #5

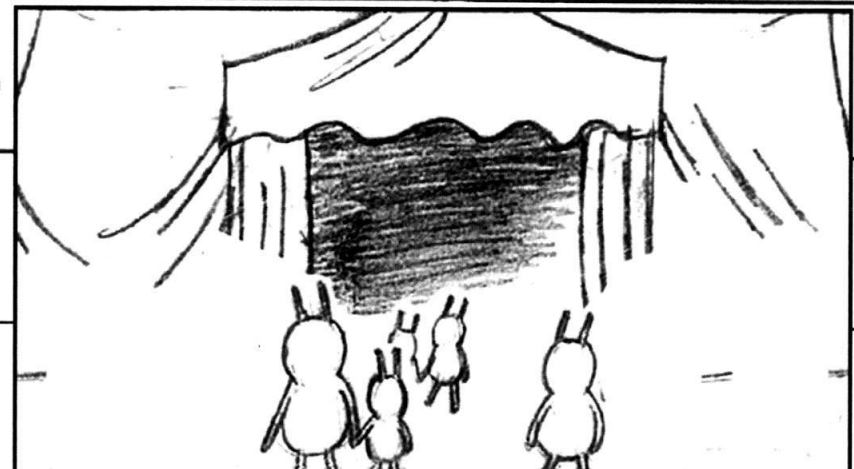
Action: BUGS WALK INTO AN ENTRANCE OF THE BIG TENT.

-SLOW TRUCK IN

Timing:

DEC 13 2013

2



EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



HW
cut

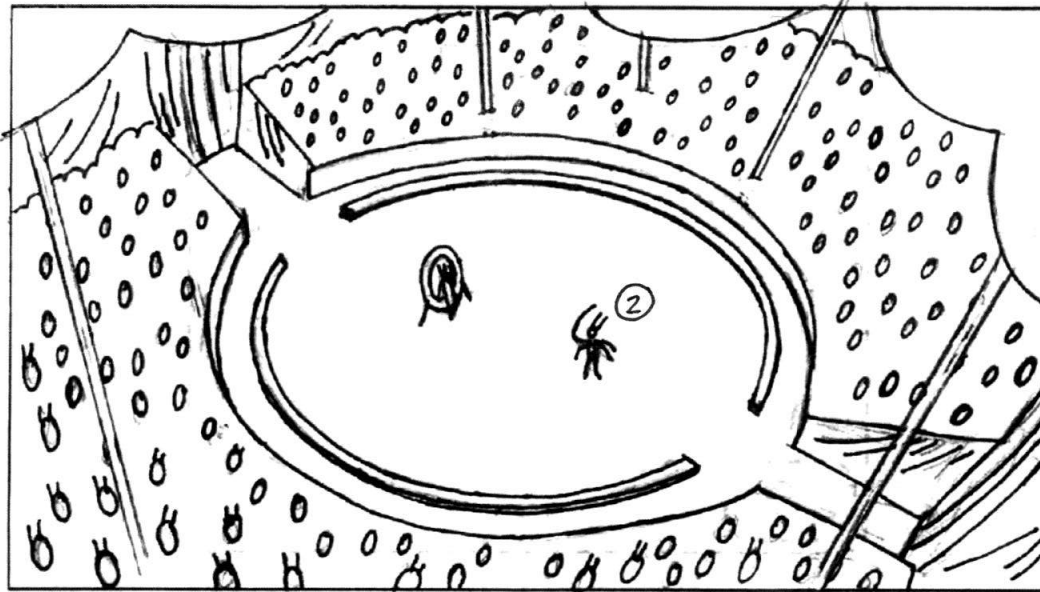
Page 78
78A NEXT
day night

Sc. 34

Pnl. A

Bg.

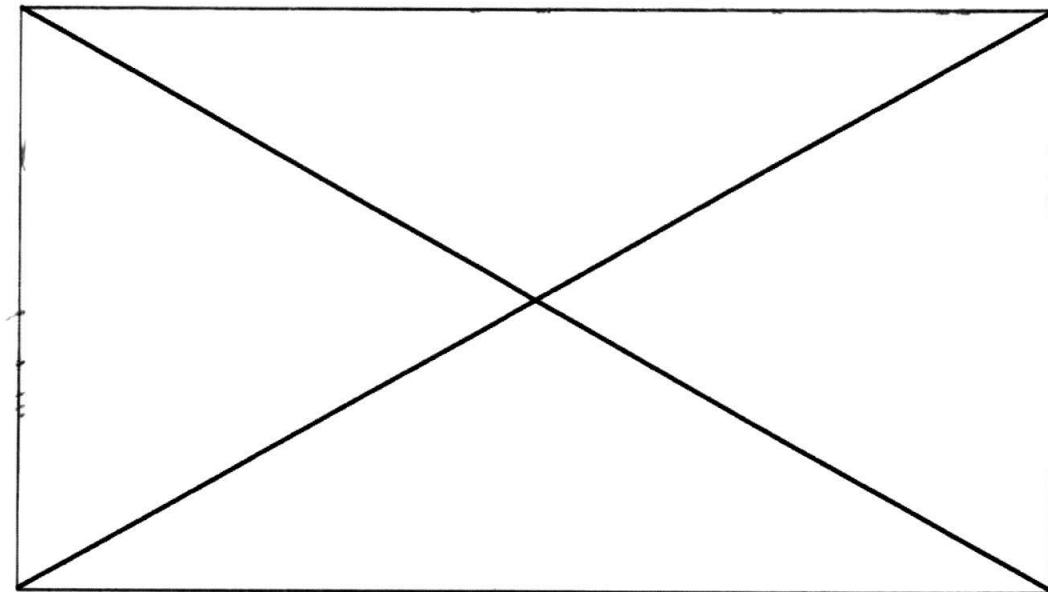
day night



Sc.

Pnl.

Bg.



Dialog:

MUSIC: SUSPENSEFUL MUSIC
FOR THE ACT.

Action:

- WIDE SHOT INSIDE THE TENT.
- STINGER BUG IS ABOUT TO THROW/SHOOT
A STINGER AT HIS PRETTY ASSISTANT.

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 78A

19 NEXT

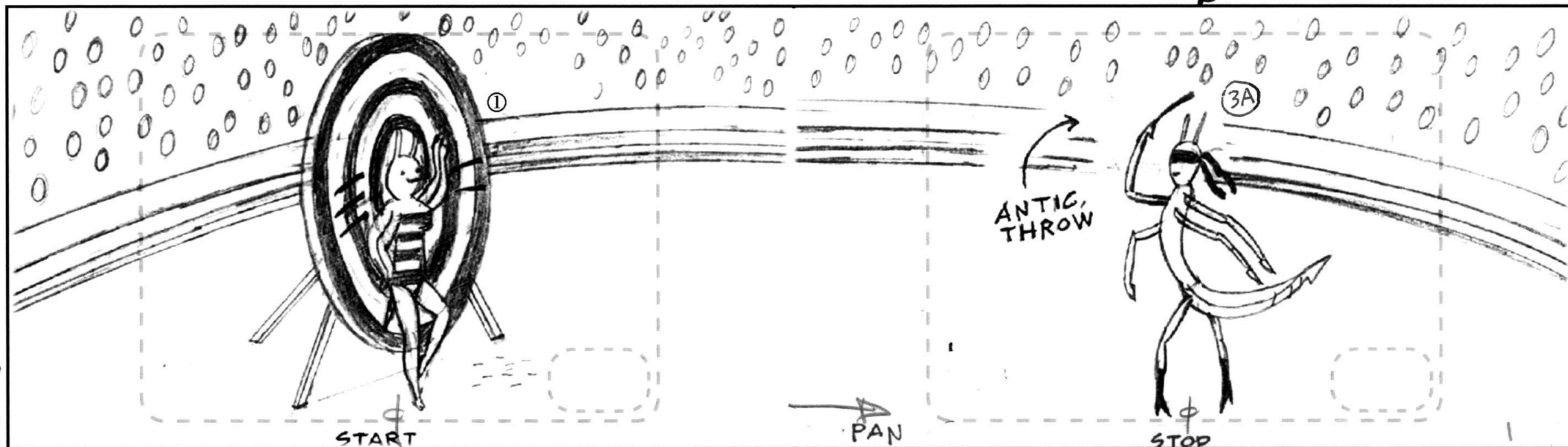
Sc. 35

Pnl. A

Bg.

day night

B



Dialog:

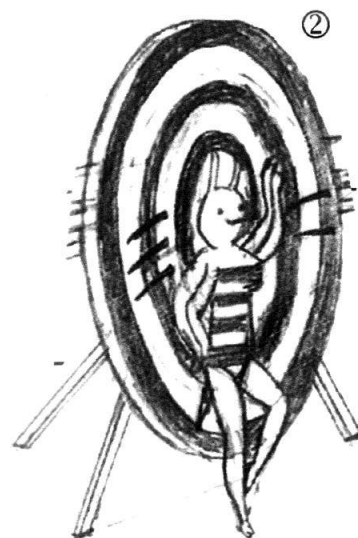
SFX: STINGER THONK!

Audience: r. woohh!!

Action:

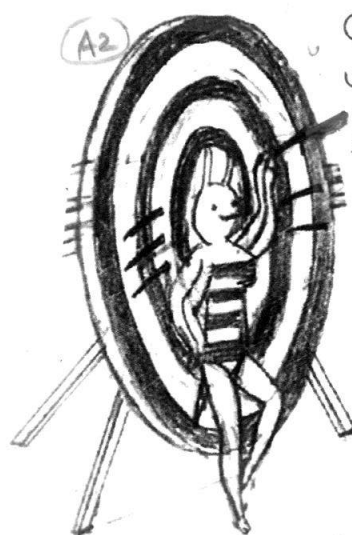
- ON THE PRETTY ASSISTANT.
- A STINGER KNIFE IN & JUST MISSES HER

Timing:



Stinger
Knife
In

TU
Cut
REF



DEC 13 2011



Stinger
Knife
grows
up

B2



EPISODE #

1025/162

Production:

1025/162

ADVENTURE TIME



No Sc. 36

Page 79
79A NEXT
day night

Sc. 35 CONT

Pnl.

C

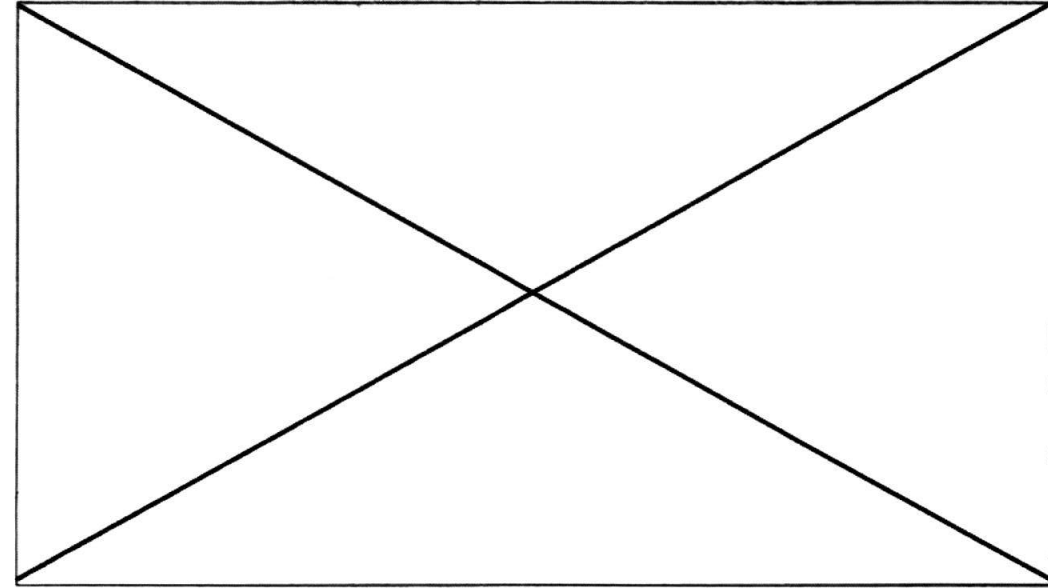
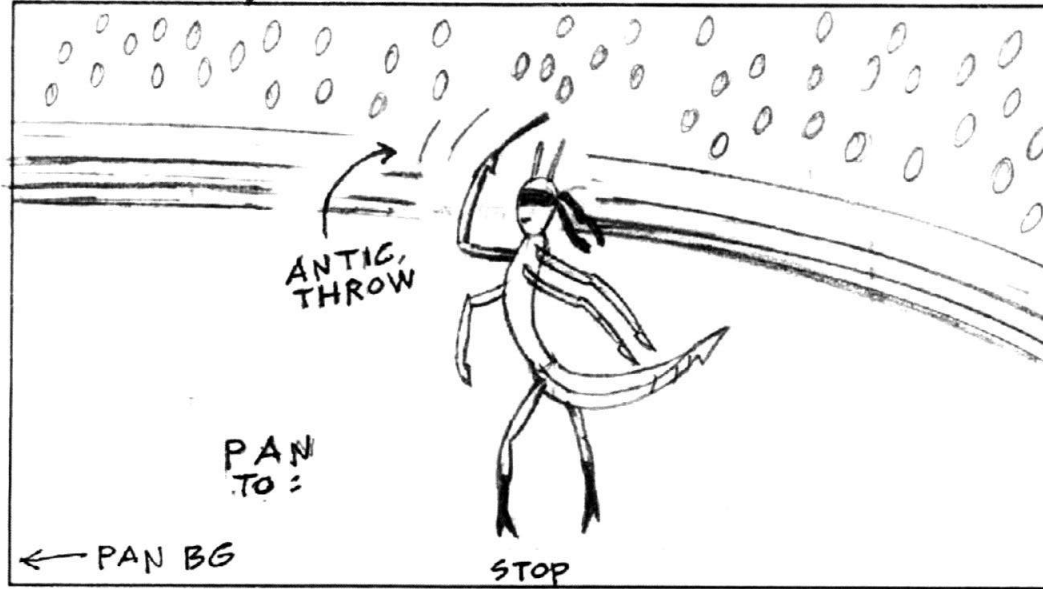
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action: STINGER-THROWING BUG ANTICS.
ANOTHER SHOT.

Timing:

DEC 13 2013

EPISODE #

Production :

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ADVENTURE TIME

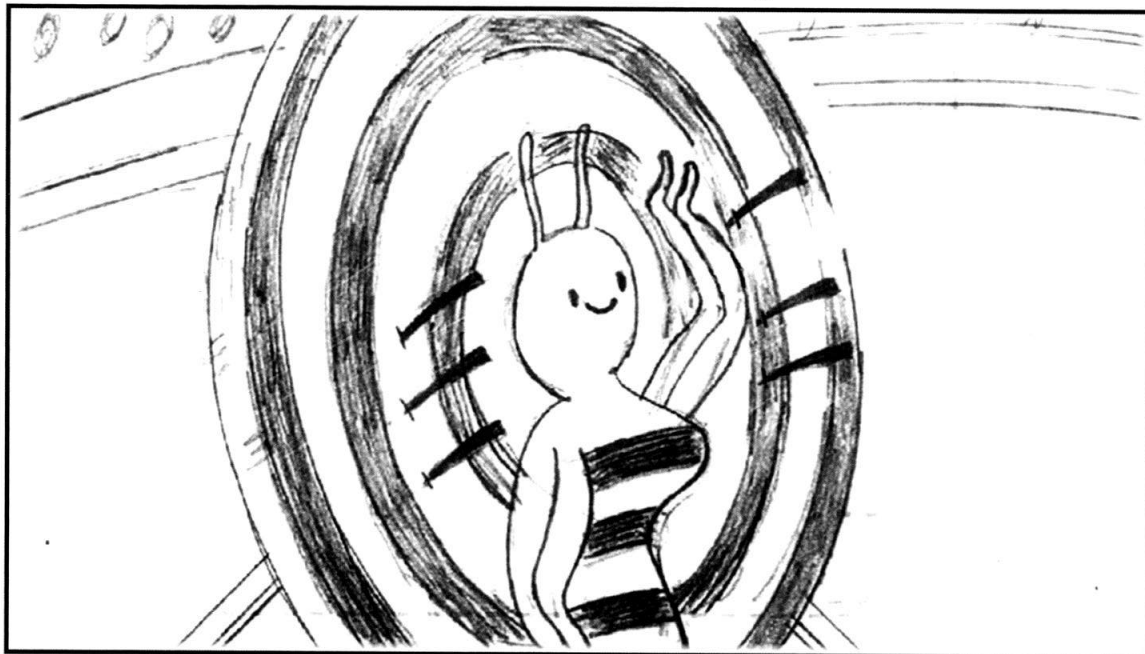


Sc. 37

Pnl. A

Bg.

day night

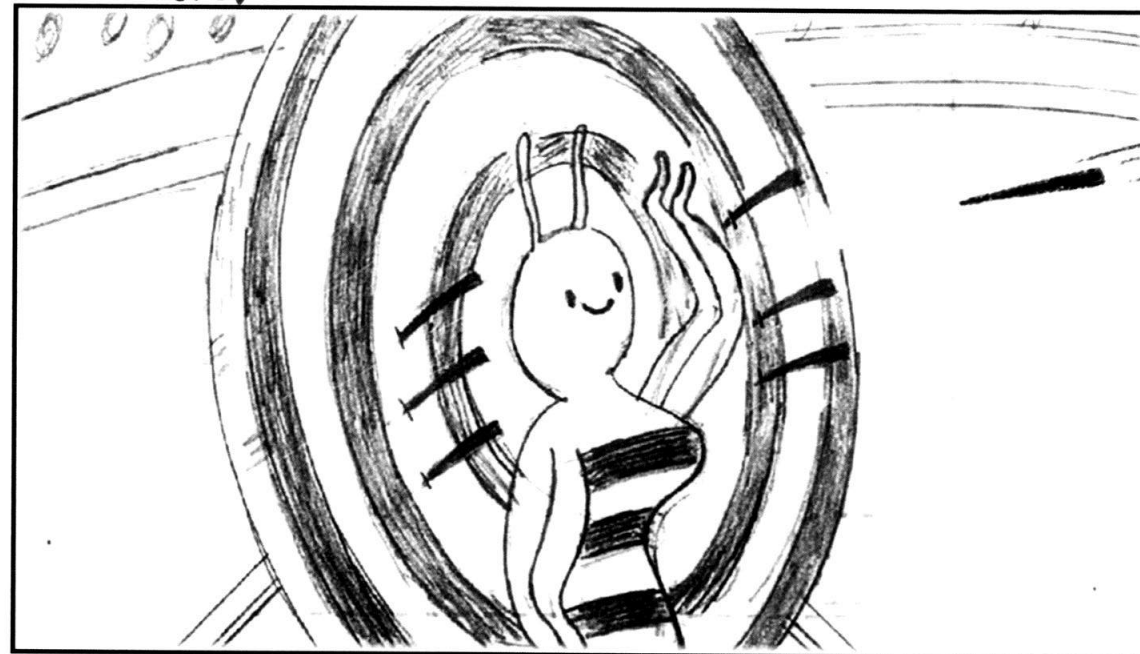


Sc. 37

CONT

Pnl. B

Bg.



Page 79A

day night

80 NEXT

Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #
1025/162

Production:

1025/162

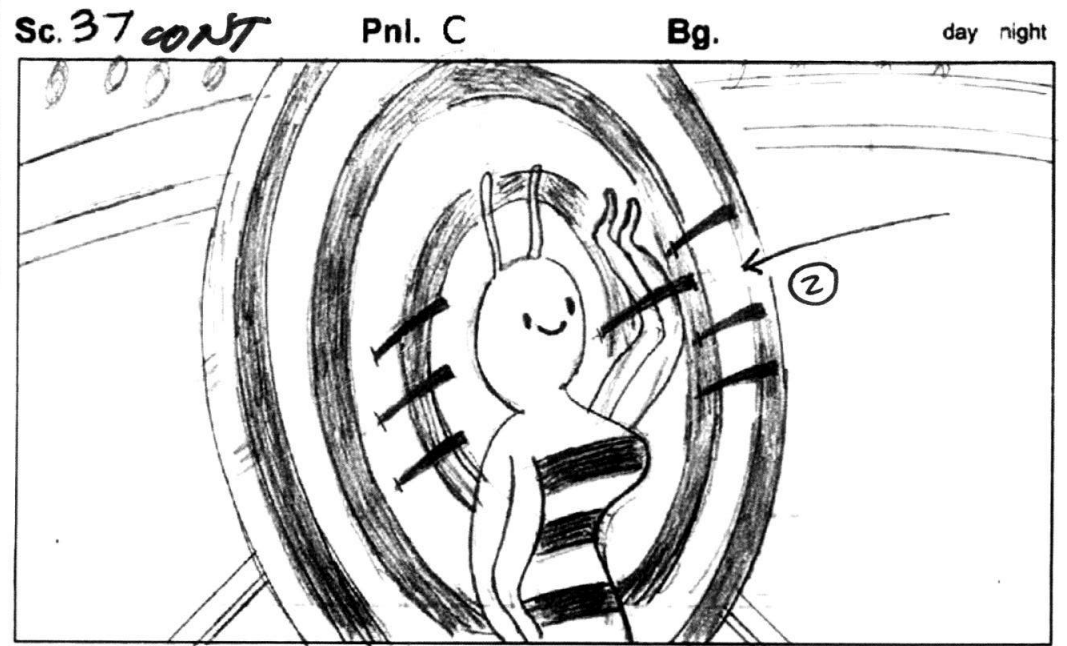
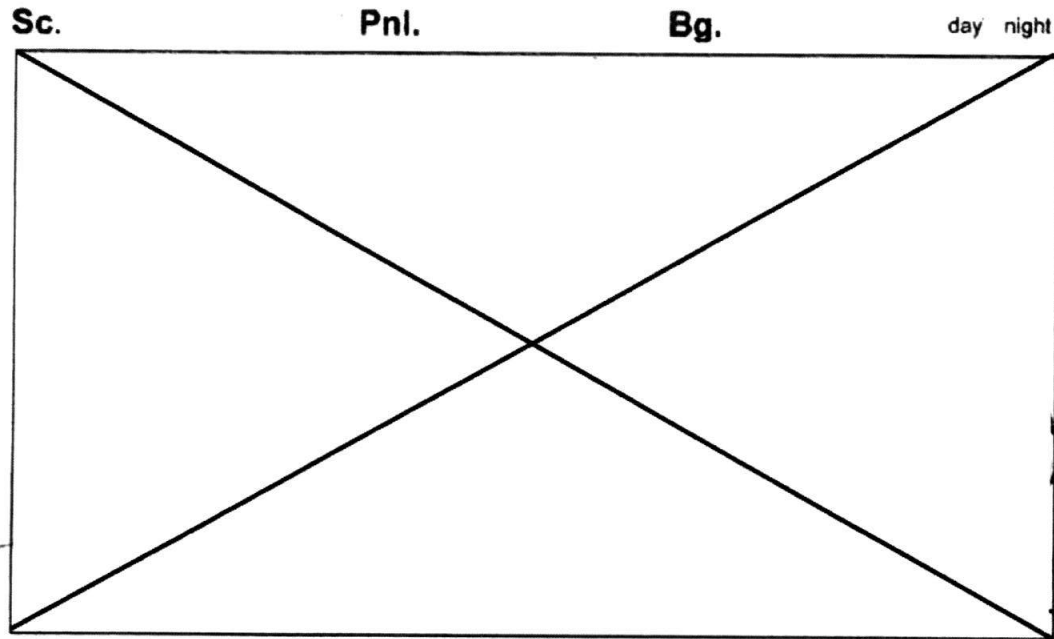
1025/162

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ADVENTURE TIME



Page 80



Cut

EPISODE #

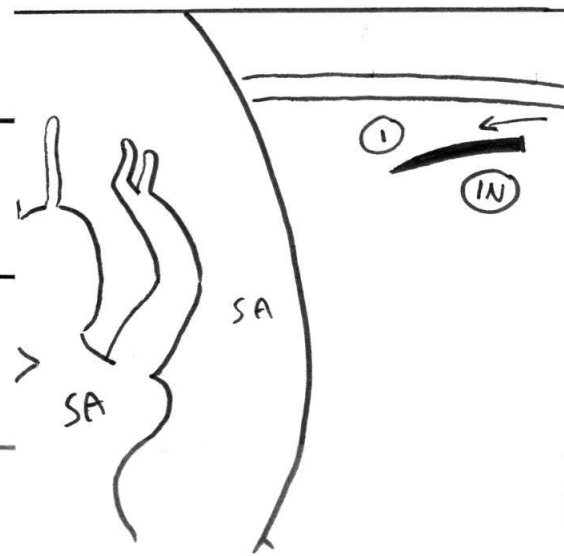
1025/162

Production :

Dialog:

Action:

Timing:



SFX: THONK!

A STINGER FLIES IN, JUST MISSING THE PRETTY ASSISTANT.

DEC 13 2013

1025/162

cut

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ADVENTURE TIME

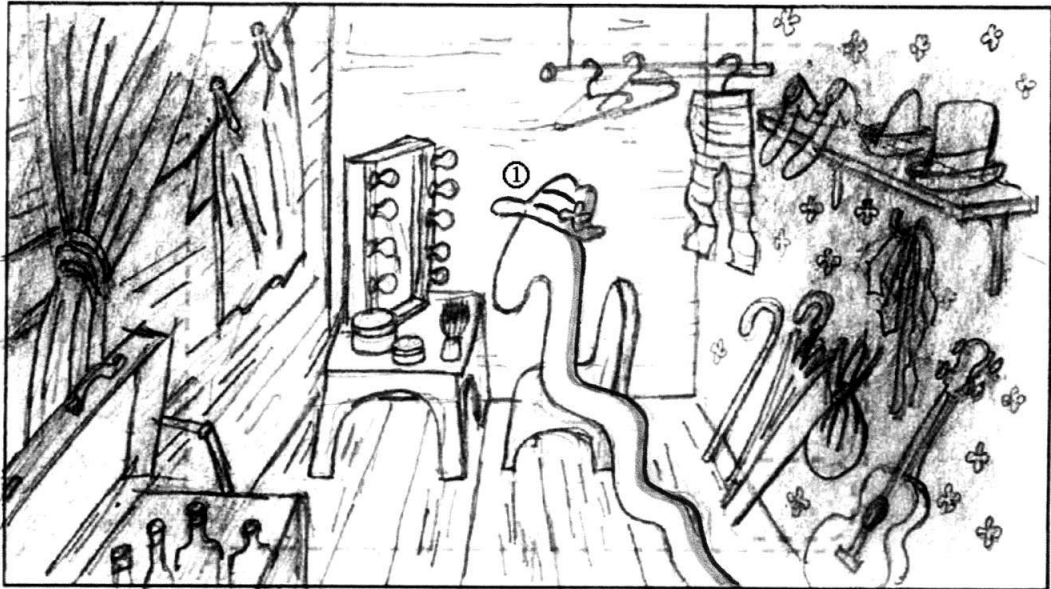


Sc. 38

Pnl. A

Bg.

day night



Sc. 38 *CONT*

Pnl. B

Bg.

day night



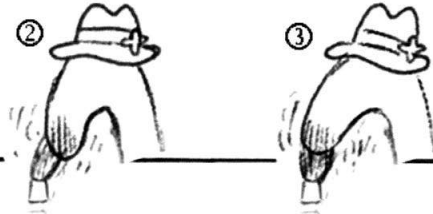
Dialog: AUDIENCE (FROM INSIDE THE BIG TENT):
OOOH!

Action: BLUE NOSE INSIDE HIS DRESSING ROOM.

Timing:

BLUE NOSE RUBS SOME MAKEUP ON HIS FACE, USING A BIG MAKEUP BRUSH (ACTUALLY A SHAVING BRUSH).

DEC 13 2013



EPISODE #

Production :

ADVENTURE TIME



HO
CUT

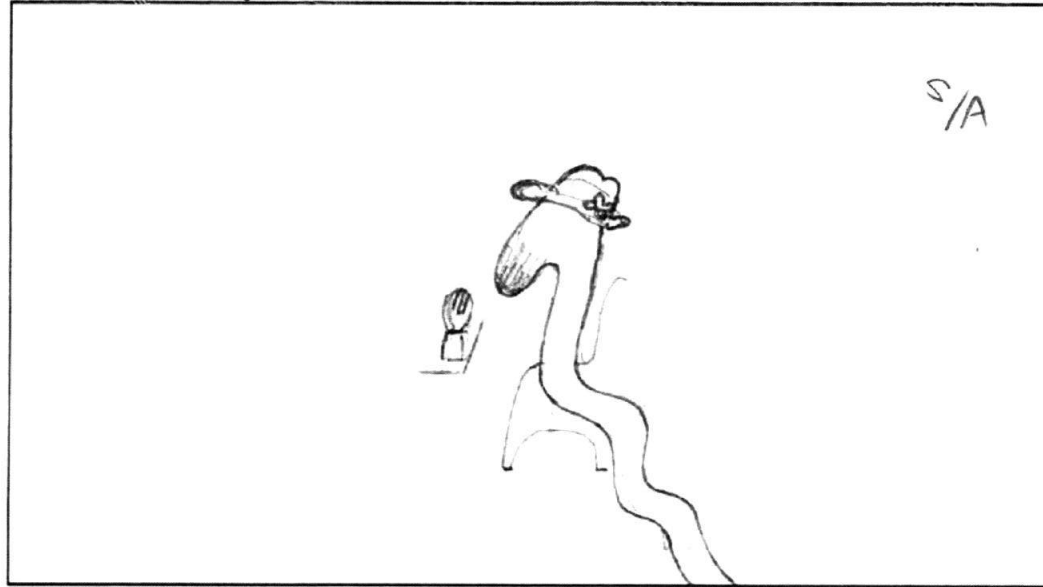
Page 82

Sc. 38 *cont*

Pnl. C

Bg.

day night



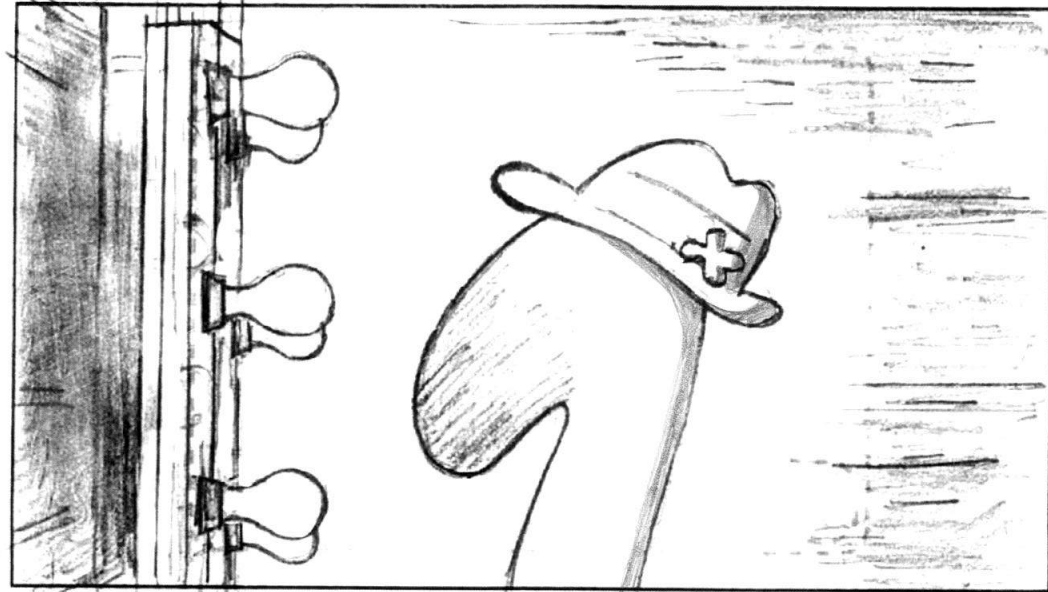
S/A

Sc. 39

Pnl. A

Bg.

day night



EPISODE #

Dialog:

Action:

B.N. SETTLE BACK

HOOKUP →

← HOOKUP

BLUE NOSE LOOKS AT HIMSELF
IN THE MAKEUP MIRROR.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

ADVENTURE TIME



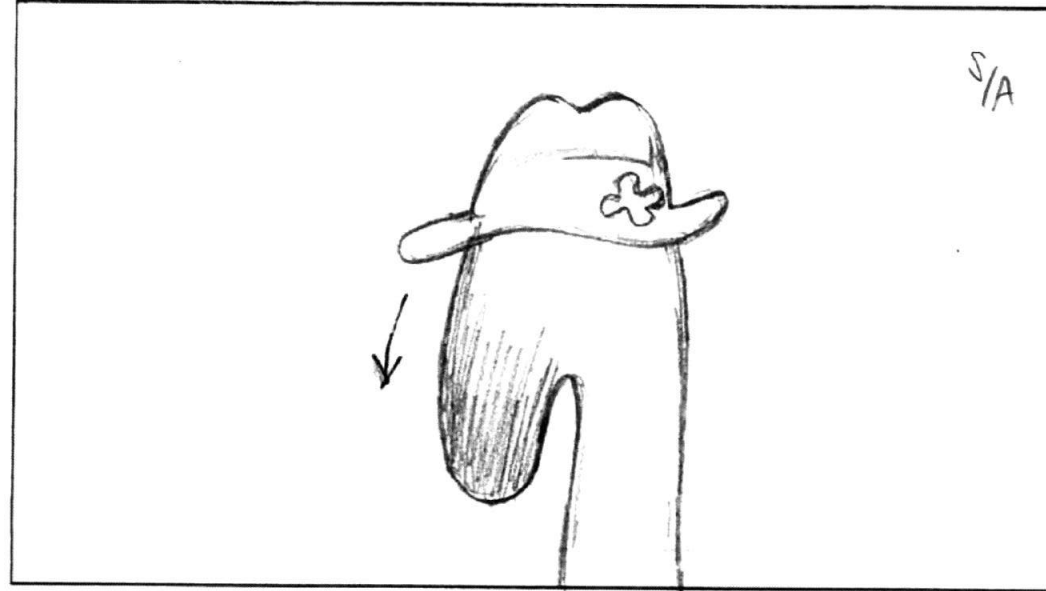
Page **83**

Sc. 39 *CONT*

Pnl. B

Bg.

day night

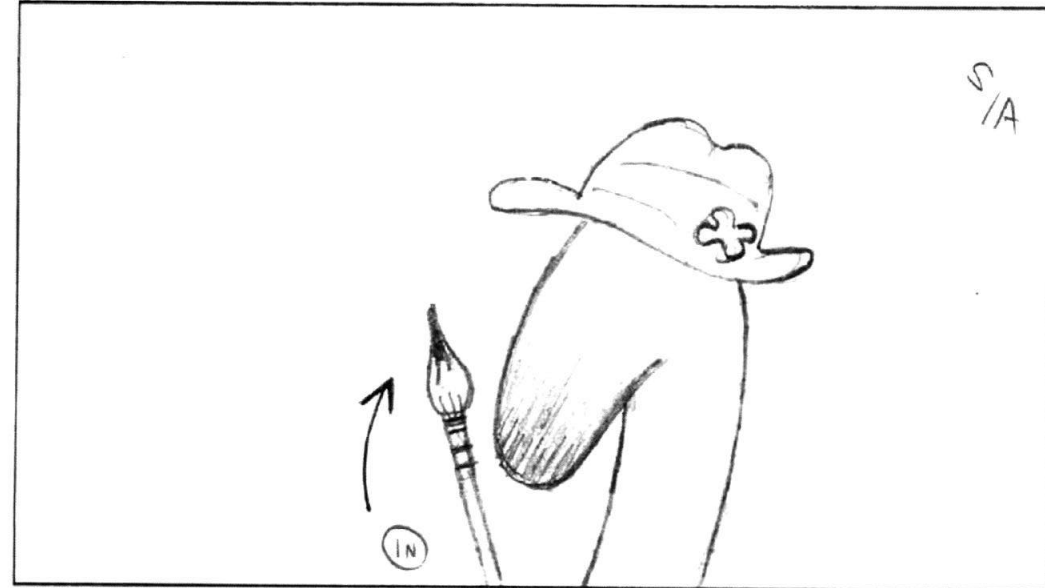


Sc. 39 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action: BLUE NOSE REACHES DOWN FOR A BRUSH.

BLUE NOSE LIFTS UP A BRUSH WITH
'NOSE BLUE' ON THE TIP.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



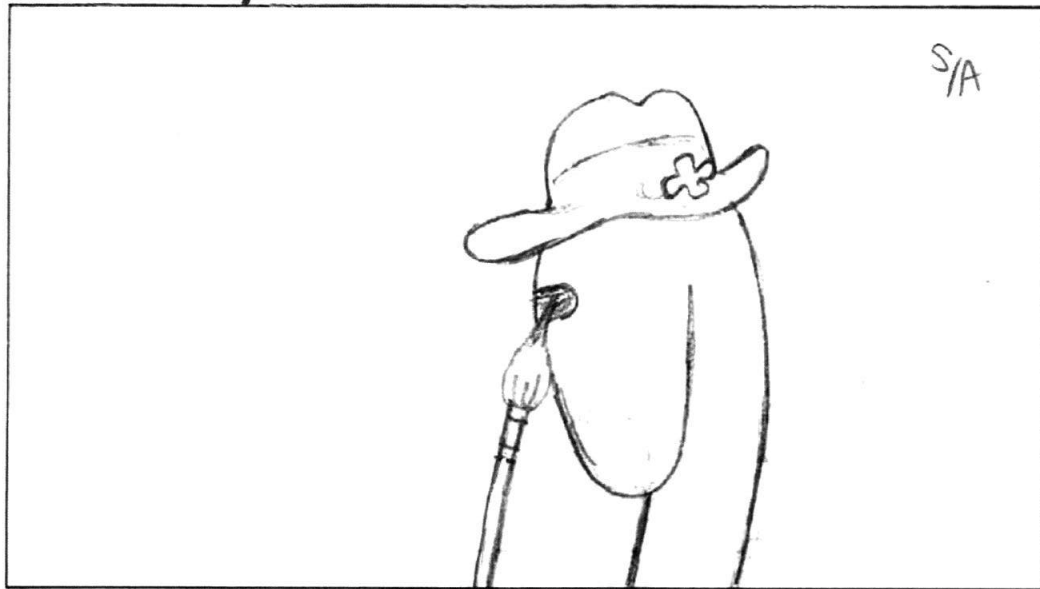
Page 84

Sc. 39 *cont*

Pnl. D

Bg.

day night



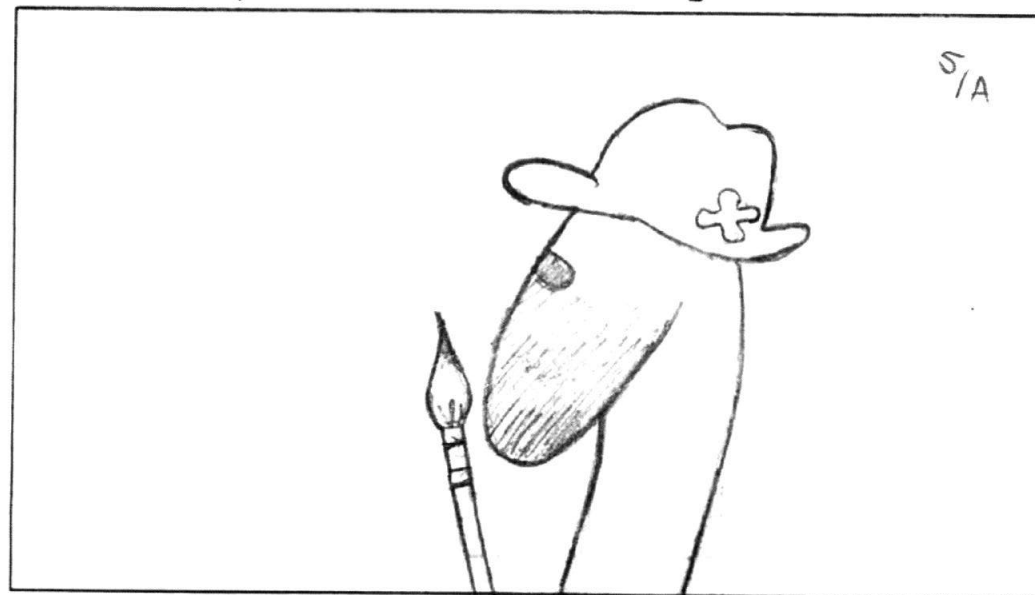
S/A

Sc. 39 *cont*

Pnl. E

Bg.

day night



S/A

Dialog:

Action:

BLUE NOSE APPLIES THE FAMOUS BLUE NOSE TO HIS FACE.

BLUE NOSE LOOKS AT HIS NOSE IN THE MIRROR.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



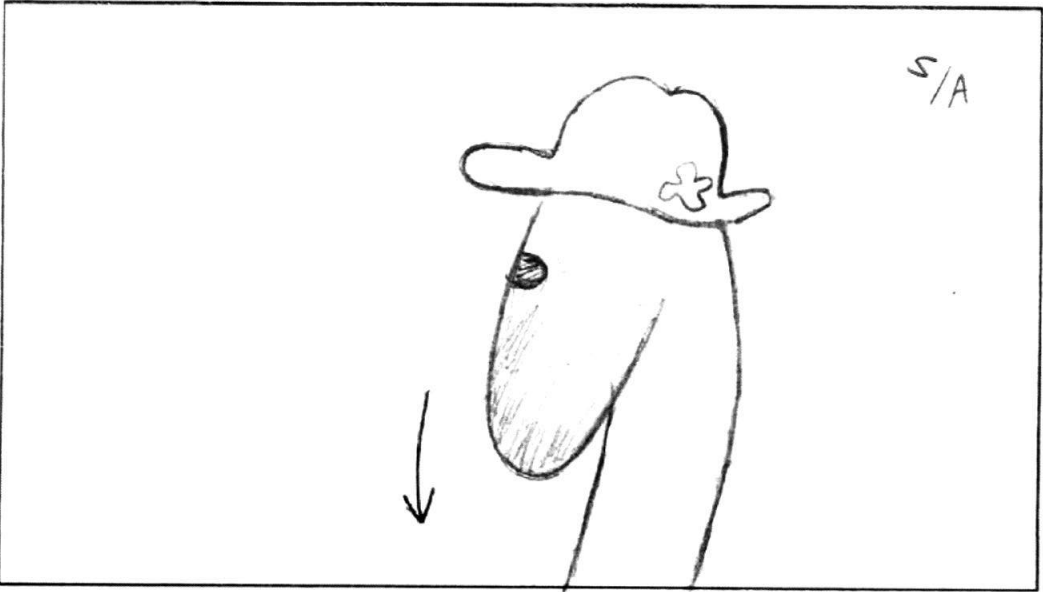
Page 85

Sc. 39 *cont*

Pnl. F

Bg.

day night

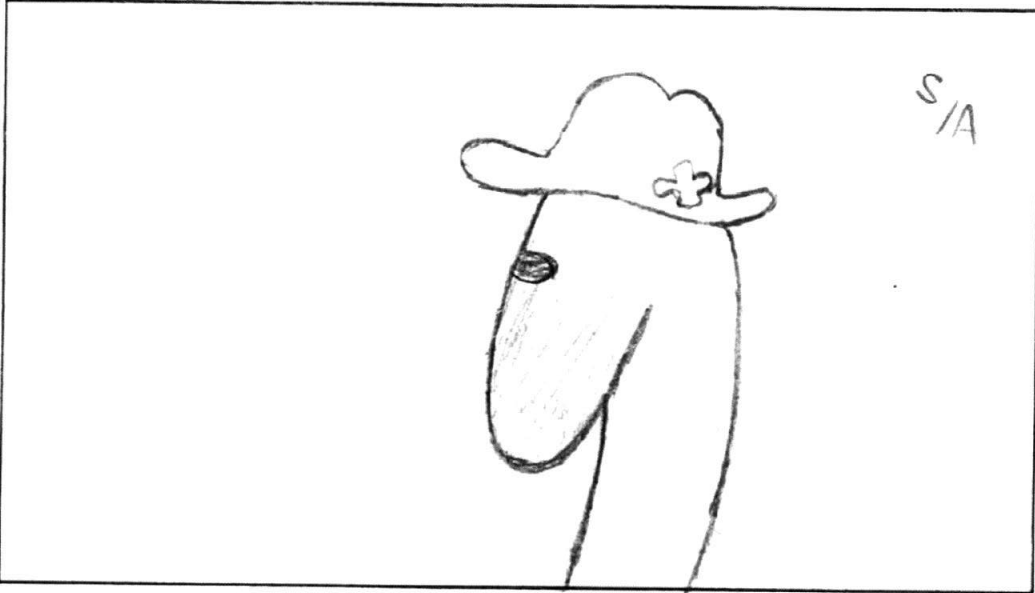


Sc. 39 *cont*

Pnl. G

Bg.

day night



Dialog:

Action:

BLUE NOSE LOWERS THE BLUE-TIPPED BRUSH.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 86

Sc. 39 *CONT*

Pnl. H

Bg.

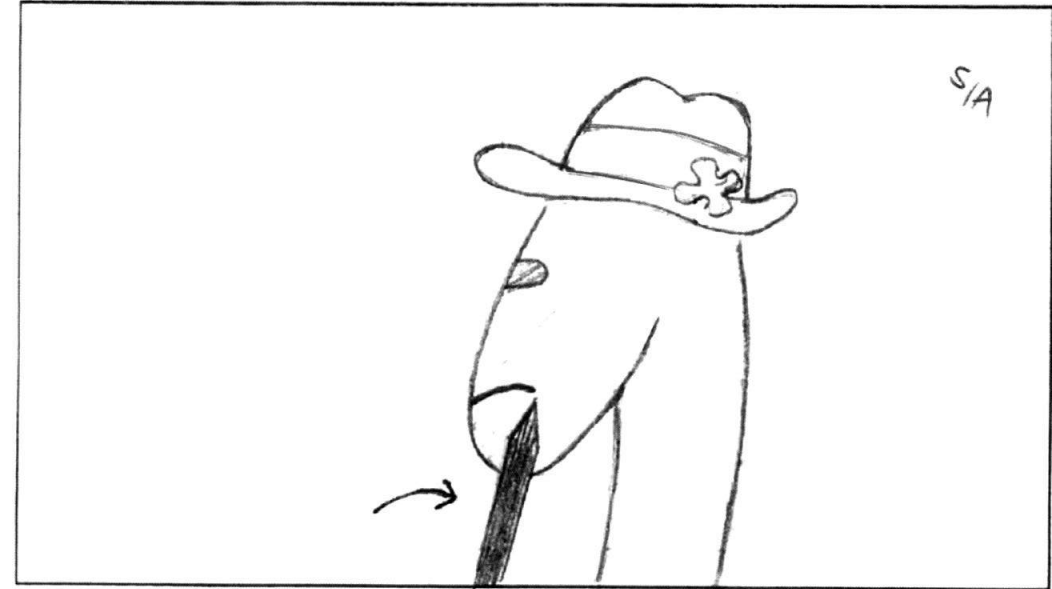
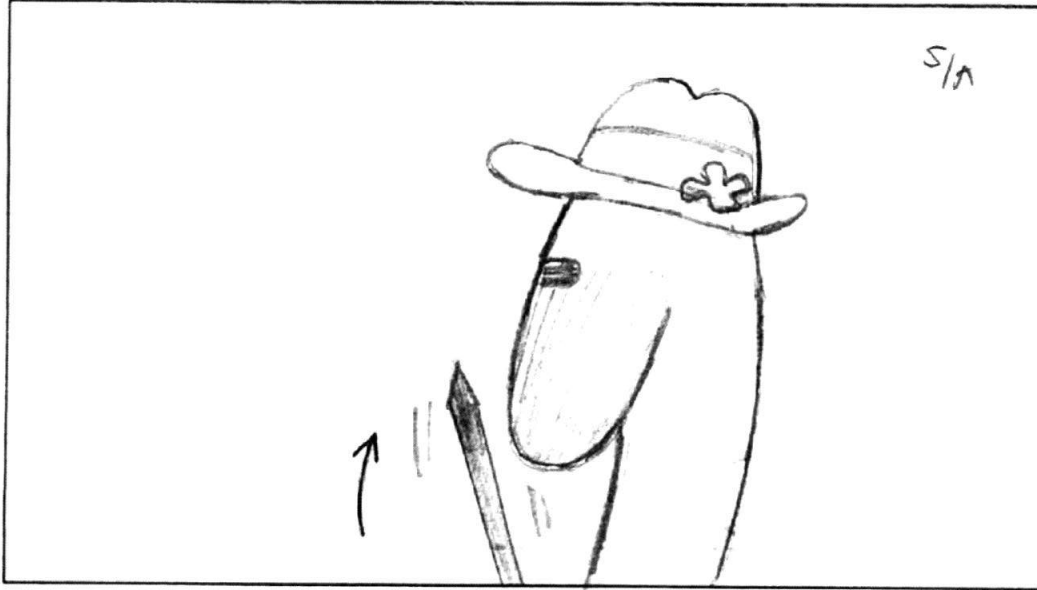
day night

Sc. 39 *CONT*

Pnl. I

Bg.

day night



Dialog:

Action: BLUE NOSE LIFTS A PENCIL TO HIS FACE.

BLUE NOSE DRAWS A SAD MOUTH ONTO HIS FACE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **87**

Sc. 39 *CONT*

Pnl. J

Bg.

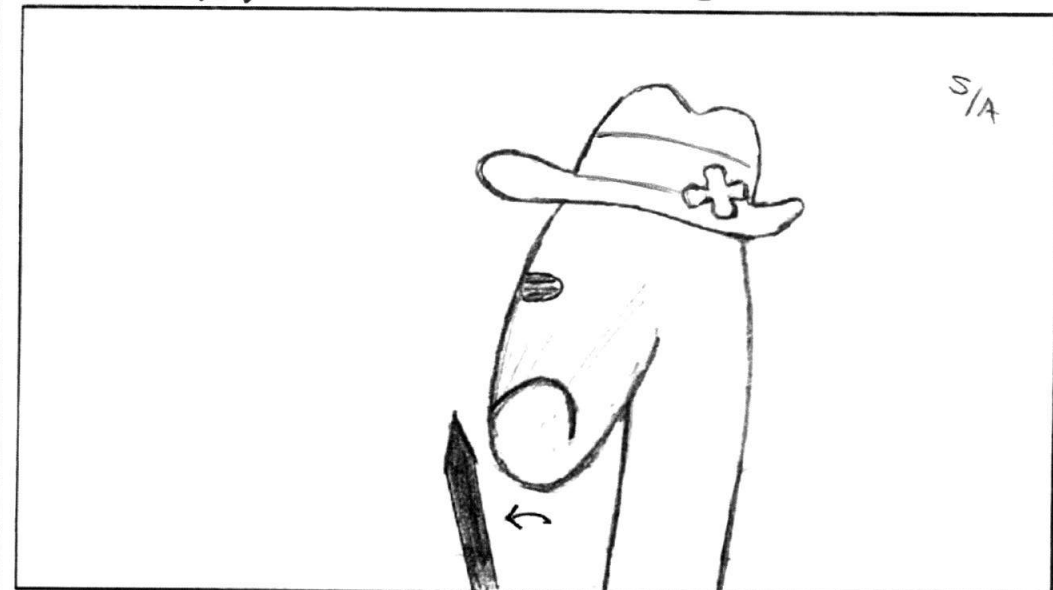
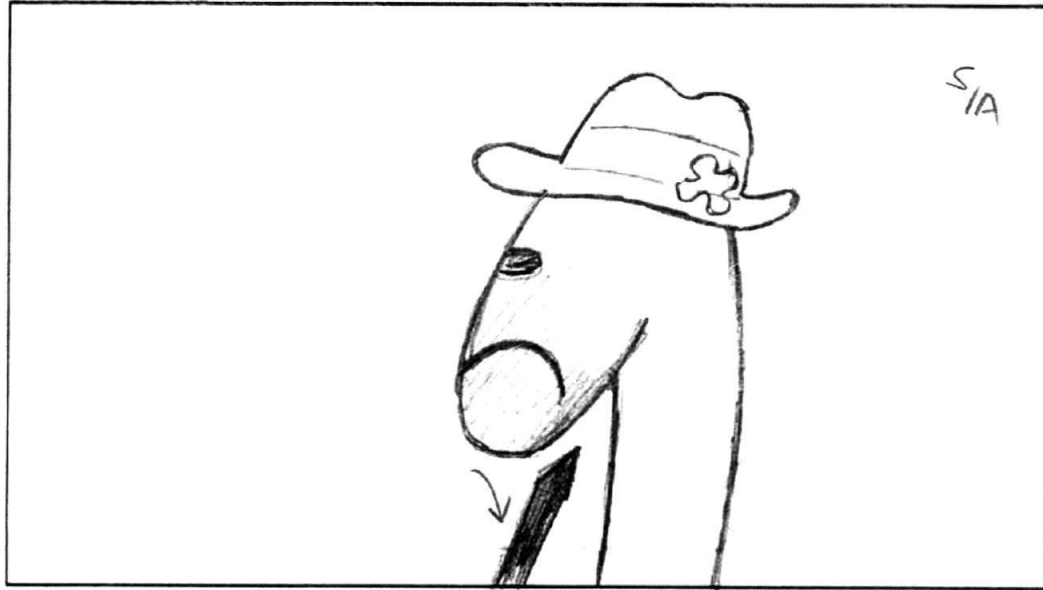
day night

Sc. 39 *CONT*

Pnl. K

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS AT HIS MOUTH
IN THE MIRROR.

INTO LOWERING PENCIL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



Cut

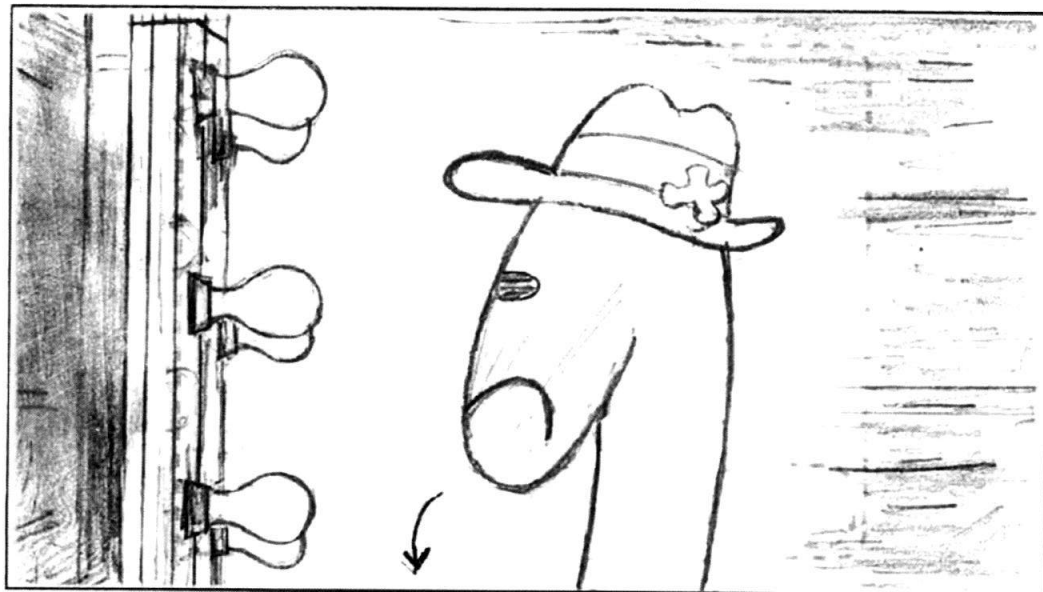
Page 88

Sc. 39 cont

Pnl. L

Bg.

day night

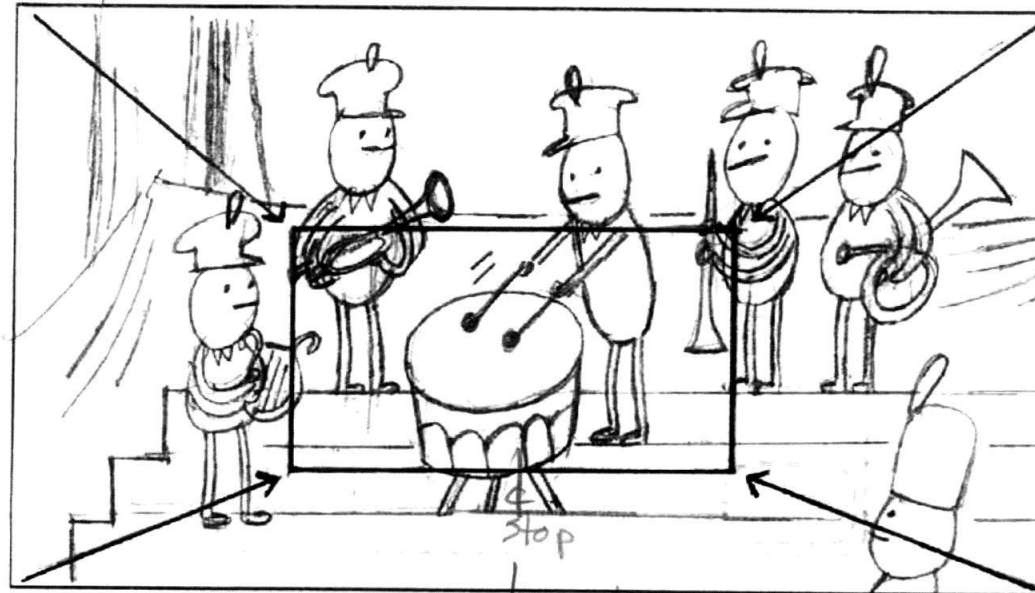


Sc. 40

Pnl. A

Bg.

day night



Dialog:

SFX: DRUM ROLL (FROM INSIDE THE BIG TENT).

SFX: DRUM ROLL...

Action:

BLUE NOSE LOWERS PENCIL OFF-SCREEN.

- A SHOT OF THE CIRCUS BAND.

- TRUCK IN ON DRUM ROLL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

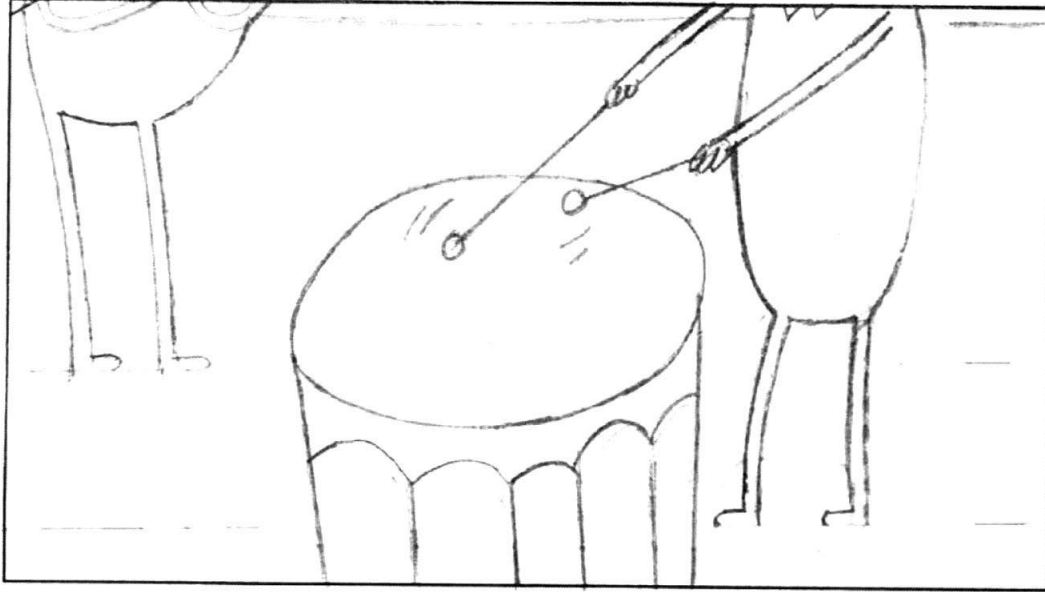
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ADVENTURE TIME

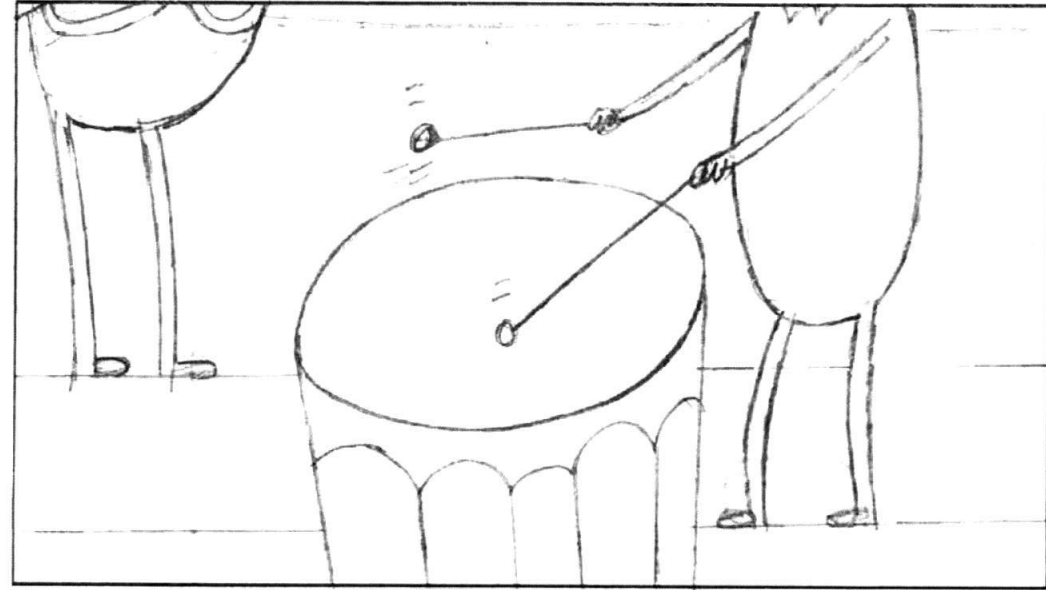


Page 89

Sc. 40 *cont* Pnl. B Bg. day night



Sc. 40 *cont* Pnl. C Bg. day night



cut

EPISODE #

Production :

Dialog:

Action:

Timing:

DEC 13 2013

1025/162

1025/162

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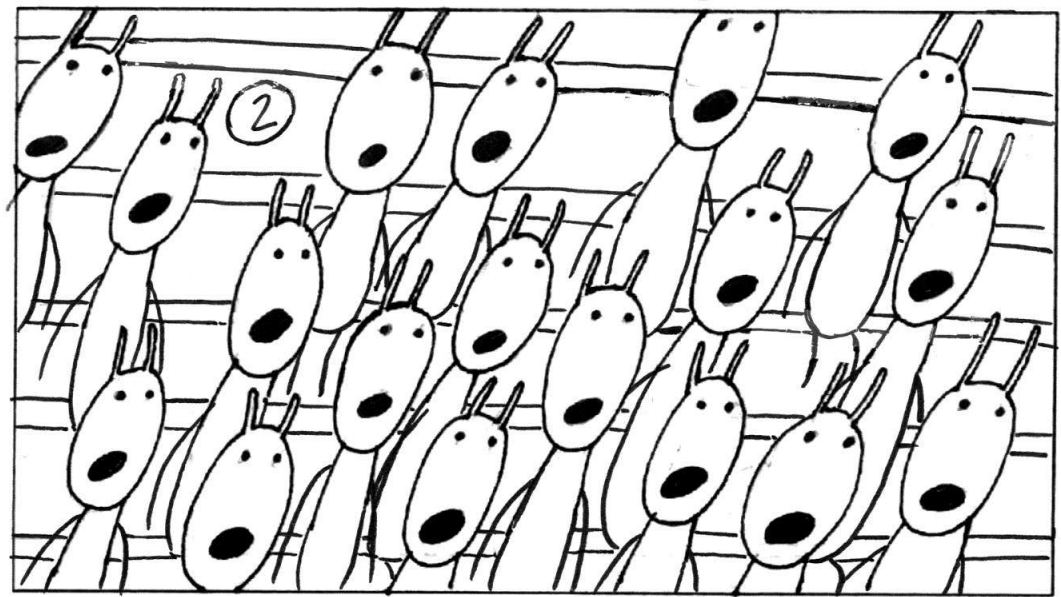
1025/162

ADVENTURE TIME

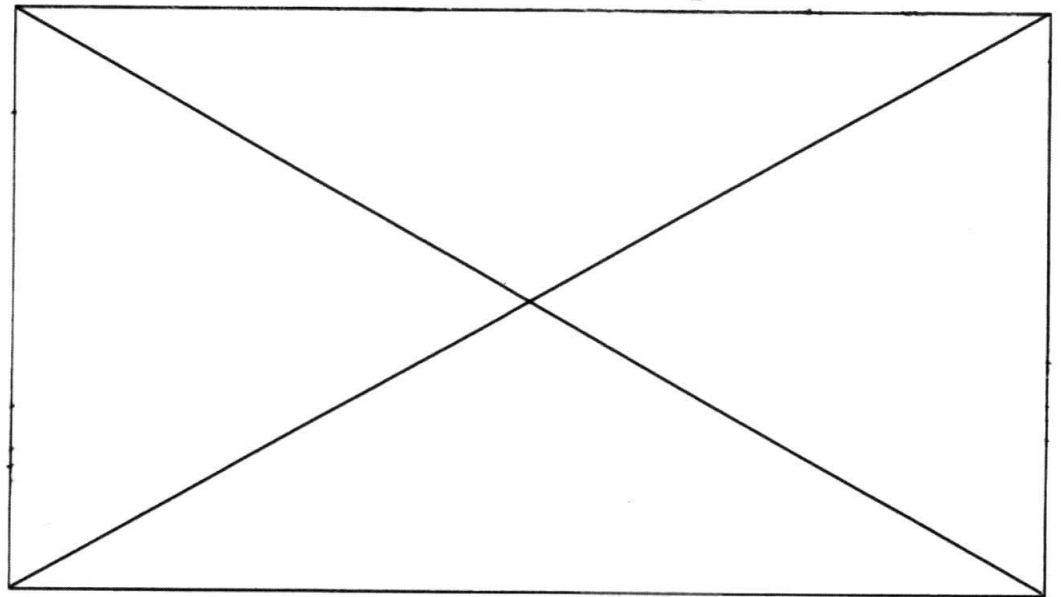


No Sc. 42 Page 90

Sc. 41 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<u>AUDIENCE</u> : AAAHHHHH ! (IN AWE.)	
Action:	ON AUDIENCE, LOOKING UP IN AMAZEMENT!	
Timing:		

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

Cut

ADVENTURE TIME



HU
cut

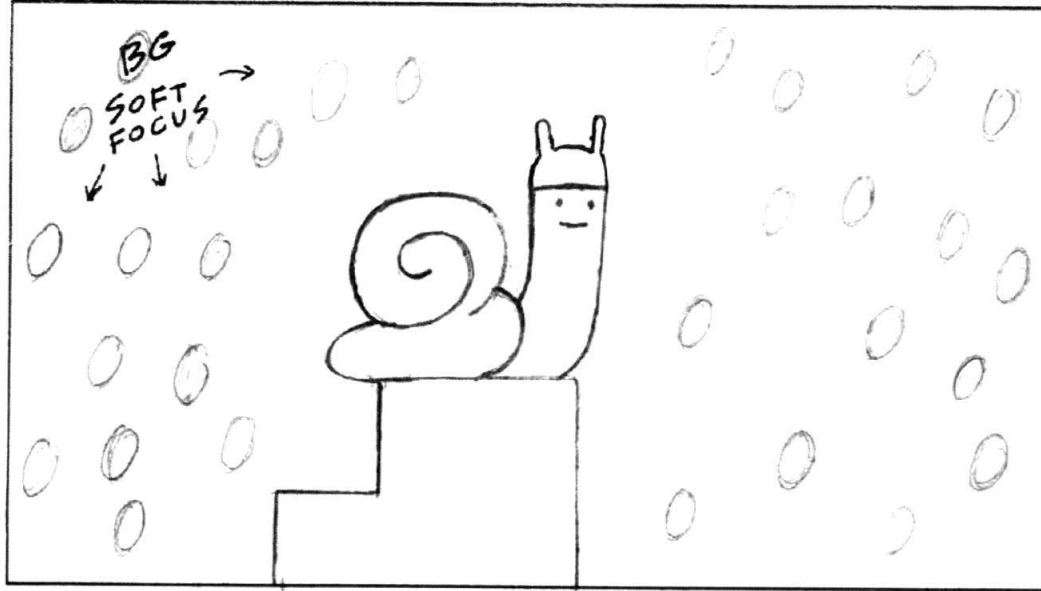
Page 91

Sc. 43

Pnl. A

Bg.

day night

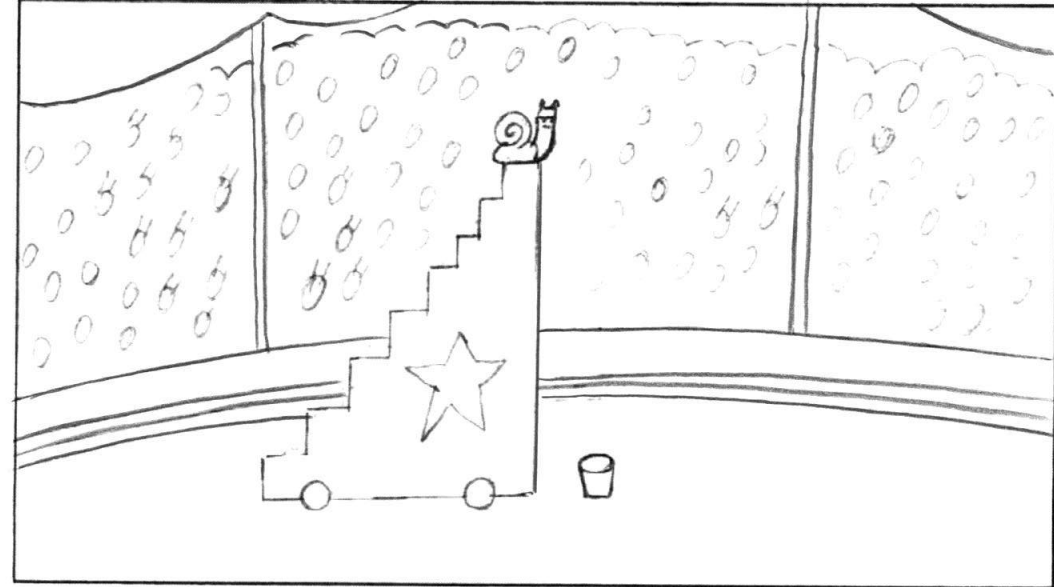


Sc. 44

Pnl. A

Bg.

day night



Dialog:

Action: - CLOSE-UP OF SNAIL, LOOKING CONFIDENT.
- SNAIL IS WEARING A BATHING CAP.

RETURN TO THE WIDE SHOT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



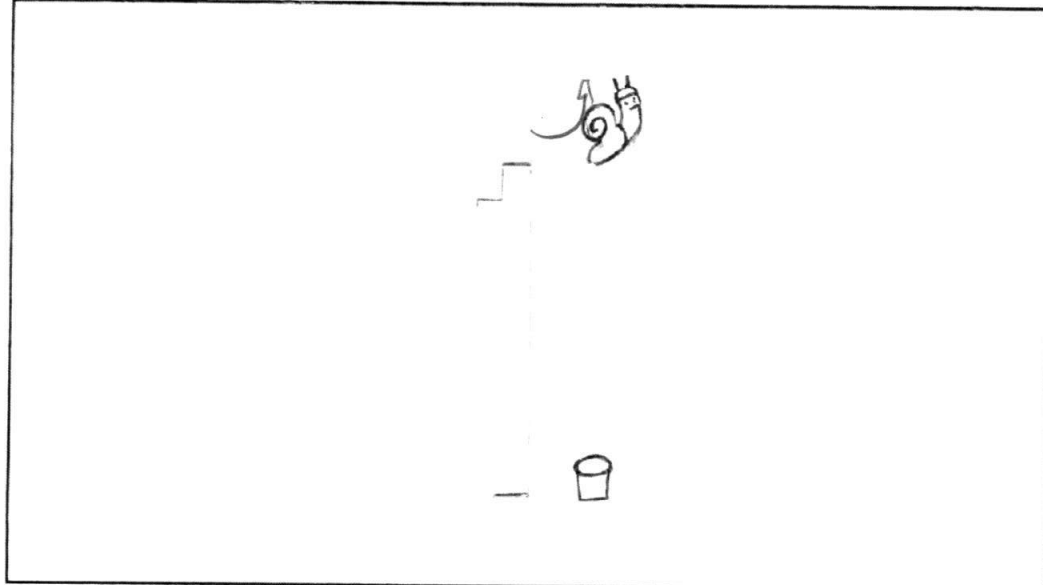
Page 92

Sc. 44 *CONT*

Pnl. B

Bg.

day night

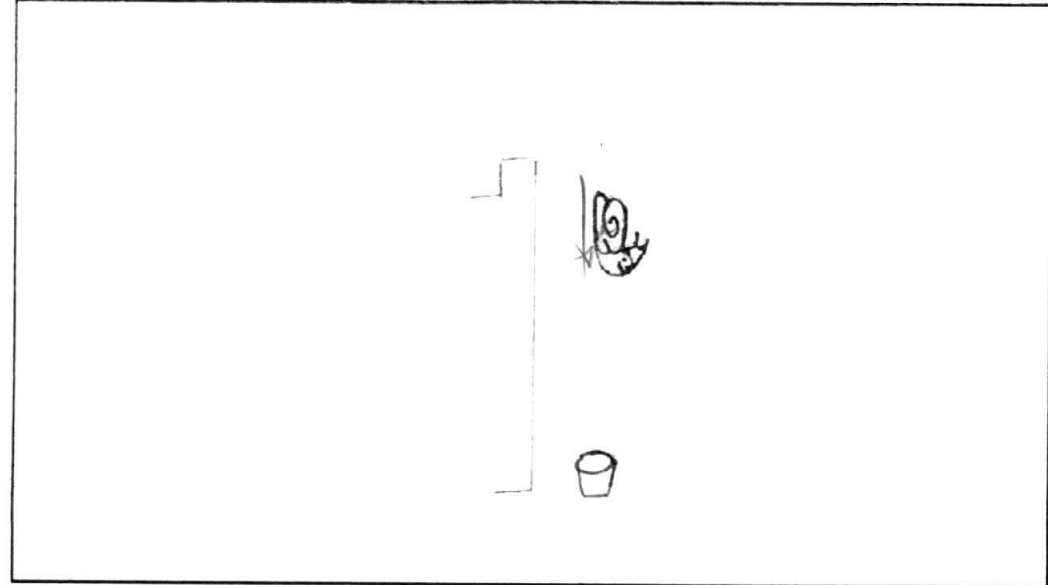


Sc. 44 *CONT*

Pnl. C

Bg.

day night



Dialog:

SNAIL Dives up into
Roll & Drops into Dive

Action:

Timing:

B1.

Rolls mid-air

SNAIL DESCENDS.

B2.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 93

Sc. 44 *CONT*

Pnl. D

Bg.

day night

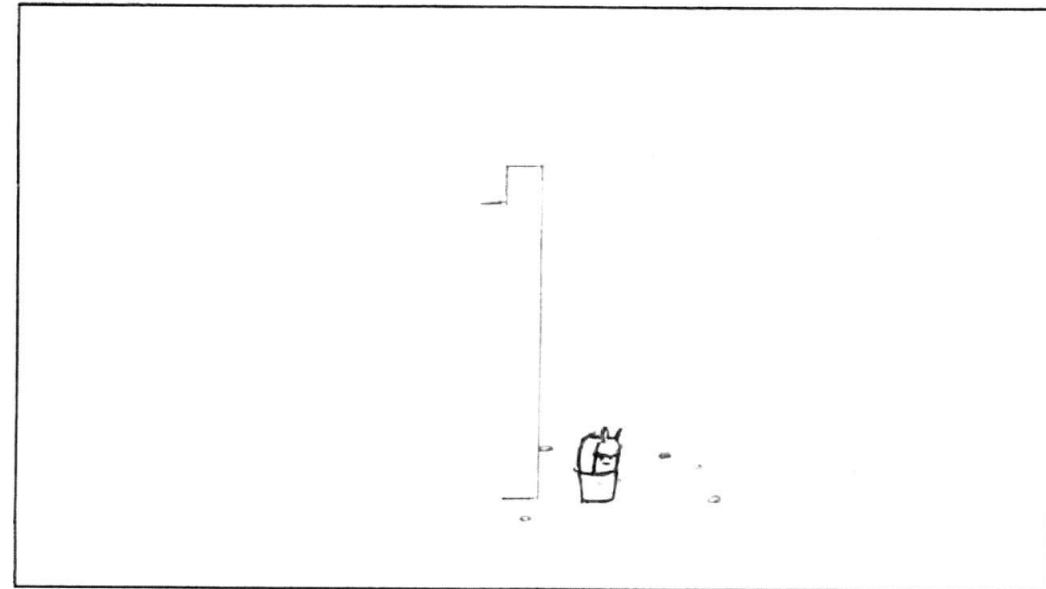
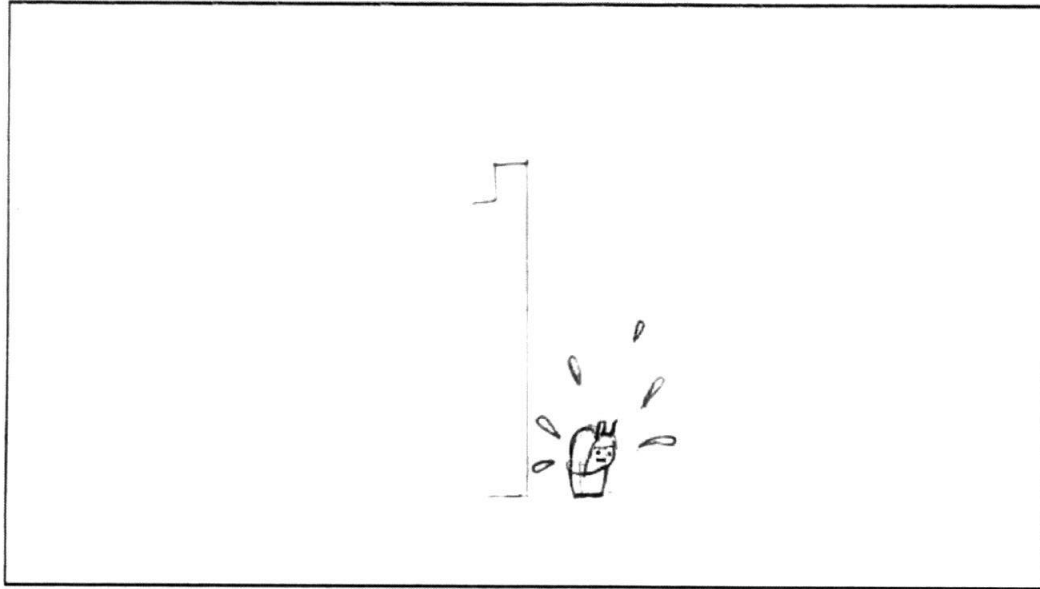
Sc. 44 *CONT*

Pnl. E

Bg.

day night

Cut



Dialog:

AUDIENCE: YAYYY!

Action:

SNAIL HITS THE BUCKET PERFECTLY.

DEC 13 2013

Timing:

Production :

EPISODE #

1025/162

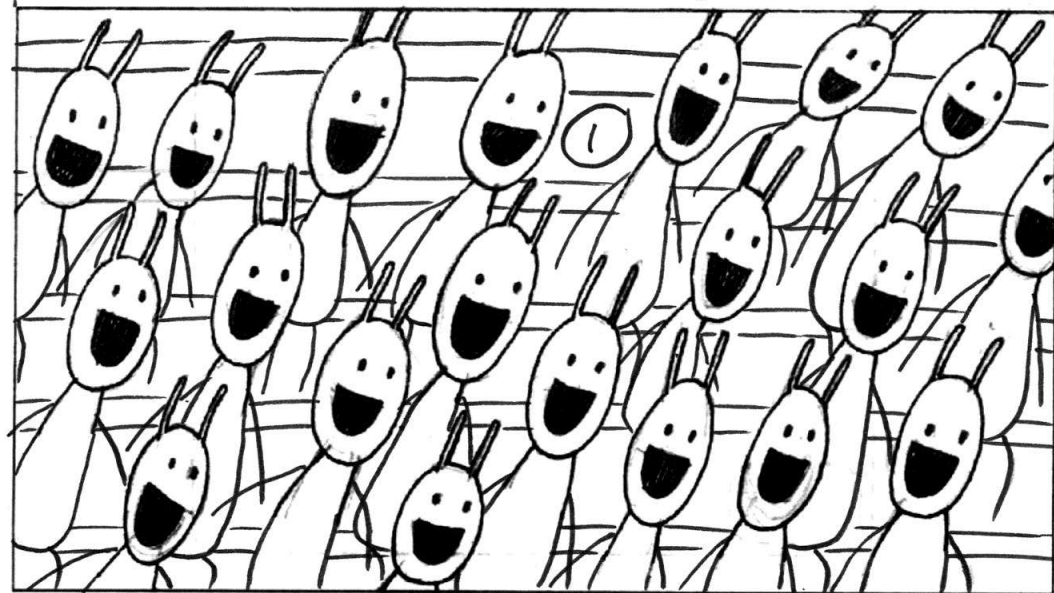
1025/162

ADVENTURE TIME

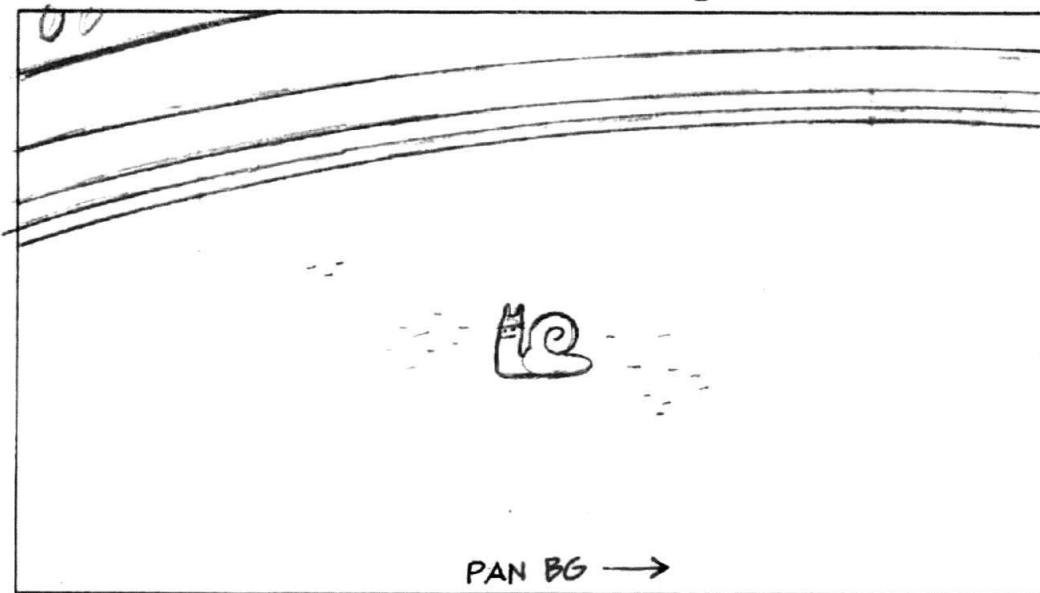


Page 94

Sc. 45 Pnl. A Bg. day night



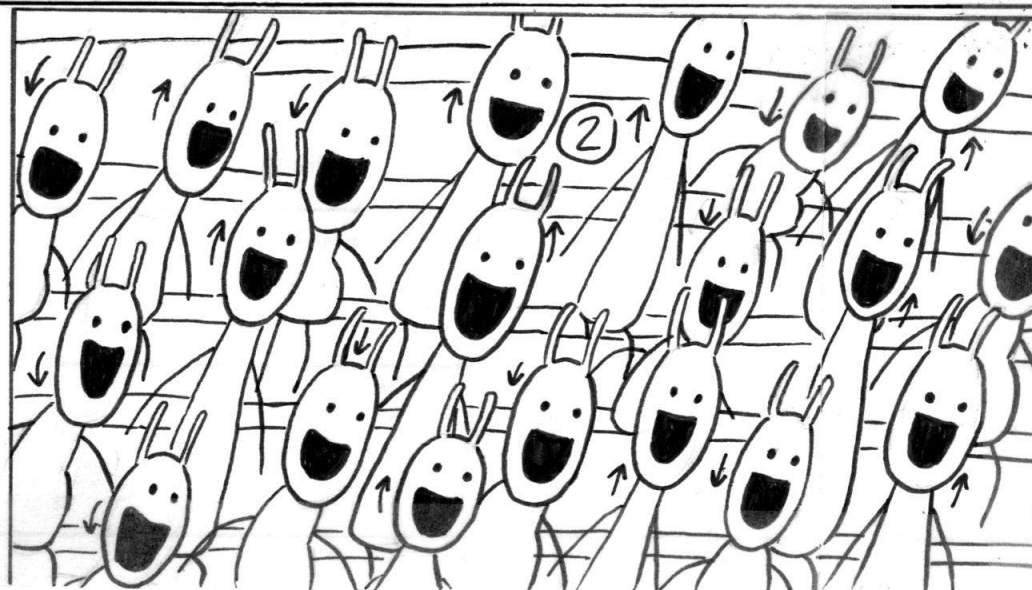
Sc. 46 Pnl. A Bg. day night



Dialog: AUDIENCE: YAYYY!

Action: THE AUDIENCE CHEERS FOR THE SNAIL.

Timing: - CYCLE ①, ②, ①, ② etc.



DEC 13 2013
- SNAIL
EXITS THE
RING
PROUDLY

EPISODE #

Production :

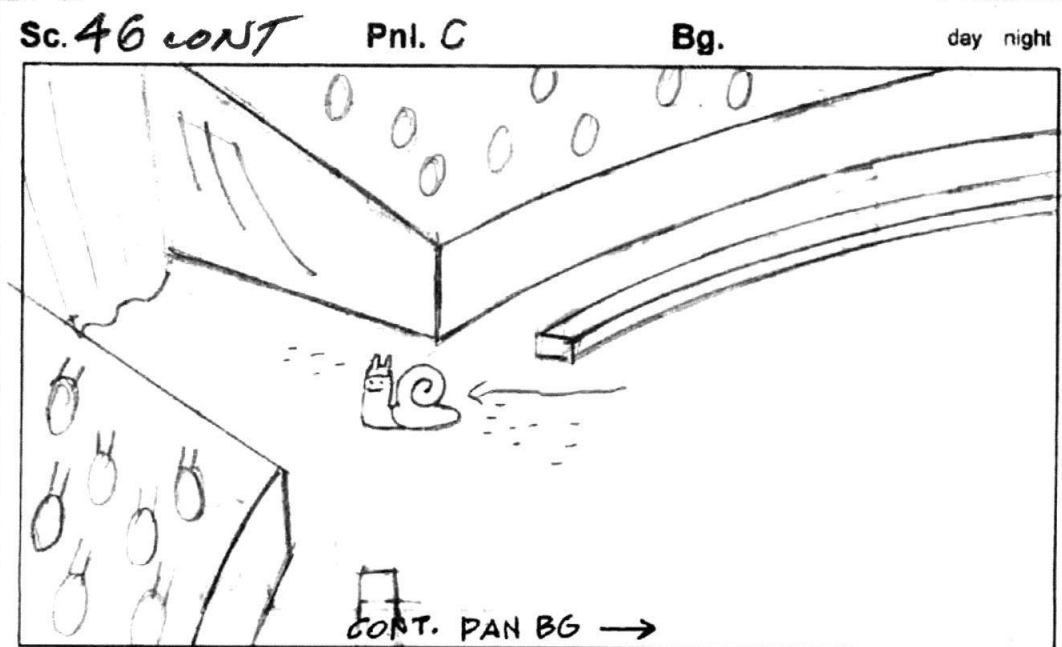
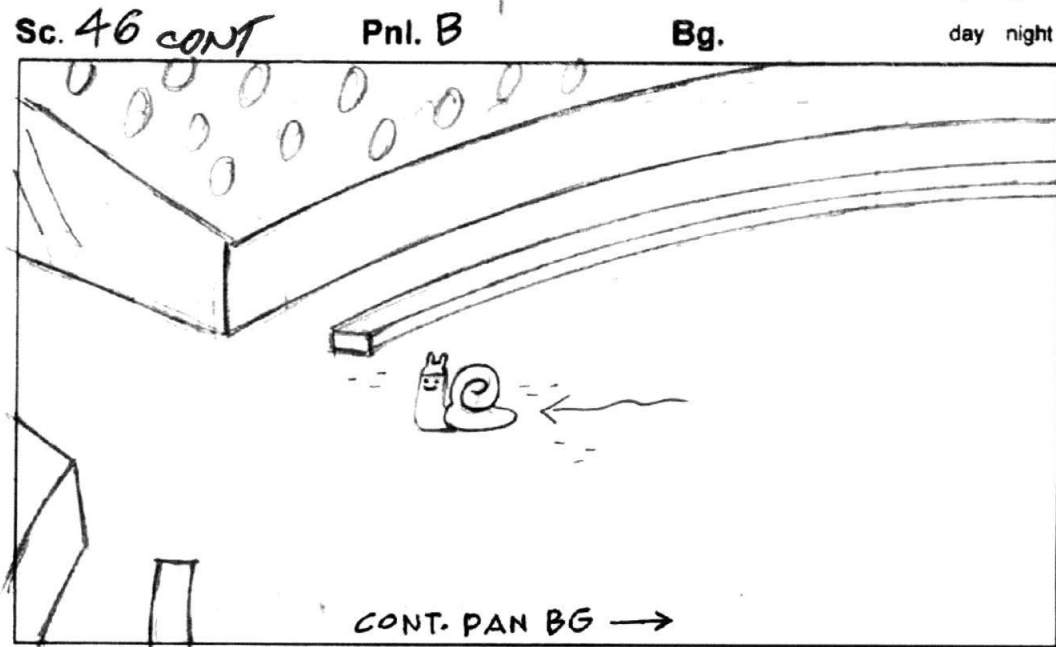
1025/162

1025/162

ADVENTURE TIME



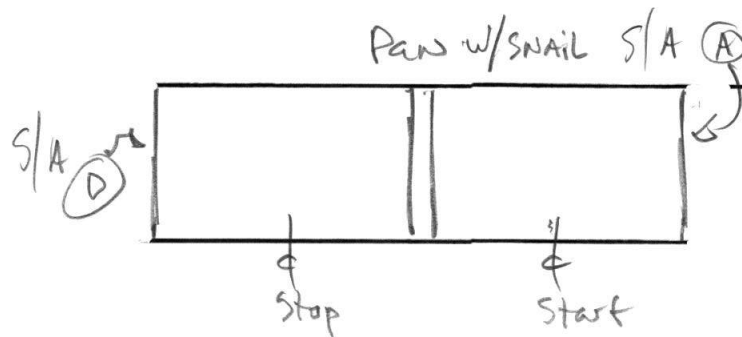
Page **95**



Dialog:

Action: CONT. SNAIL EXIT

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



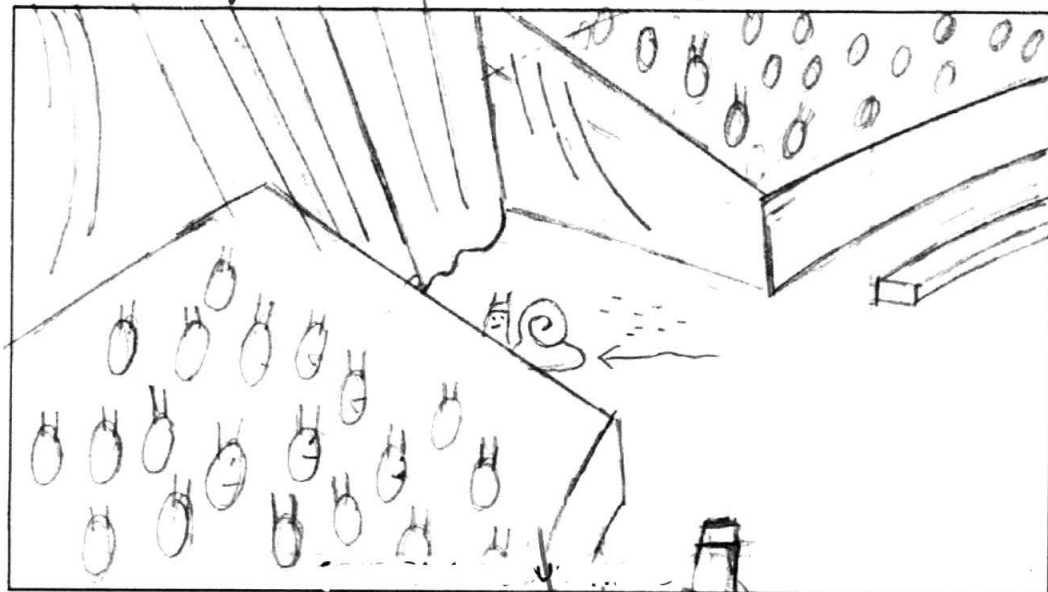
Page 96

Sc. 46 CONT

Pnl. D

Bg.

day night

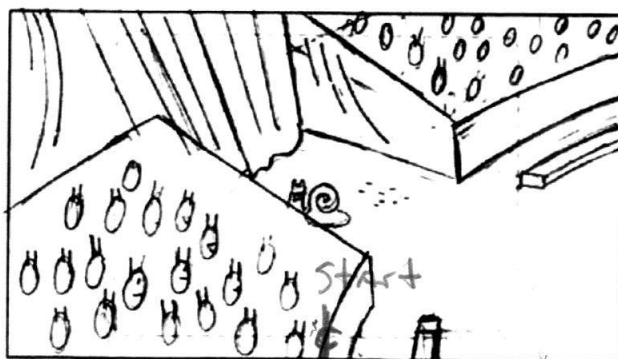
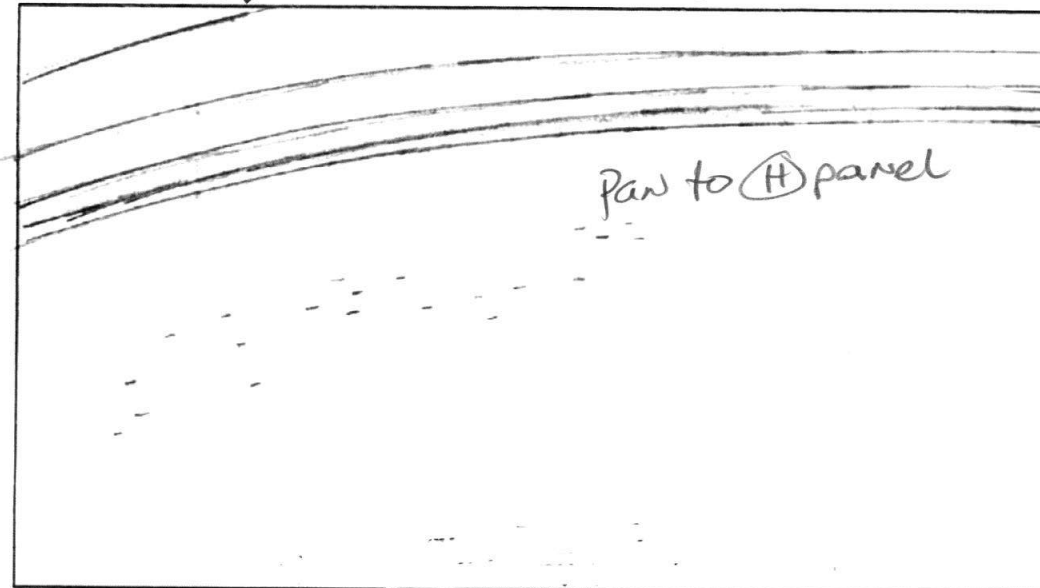


Sc. 46 CONT

Pnl. E

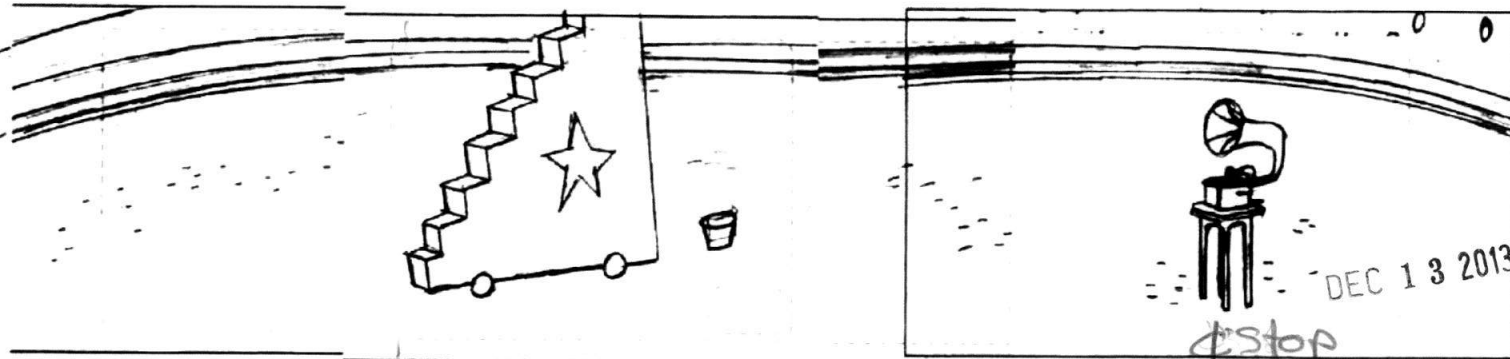
Bg.

day night



LAYOUT FOR SC. 46

S/A (D)



S/A (H)

EPISODE #

Production :

1025/162

1025/162

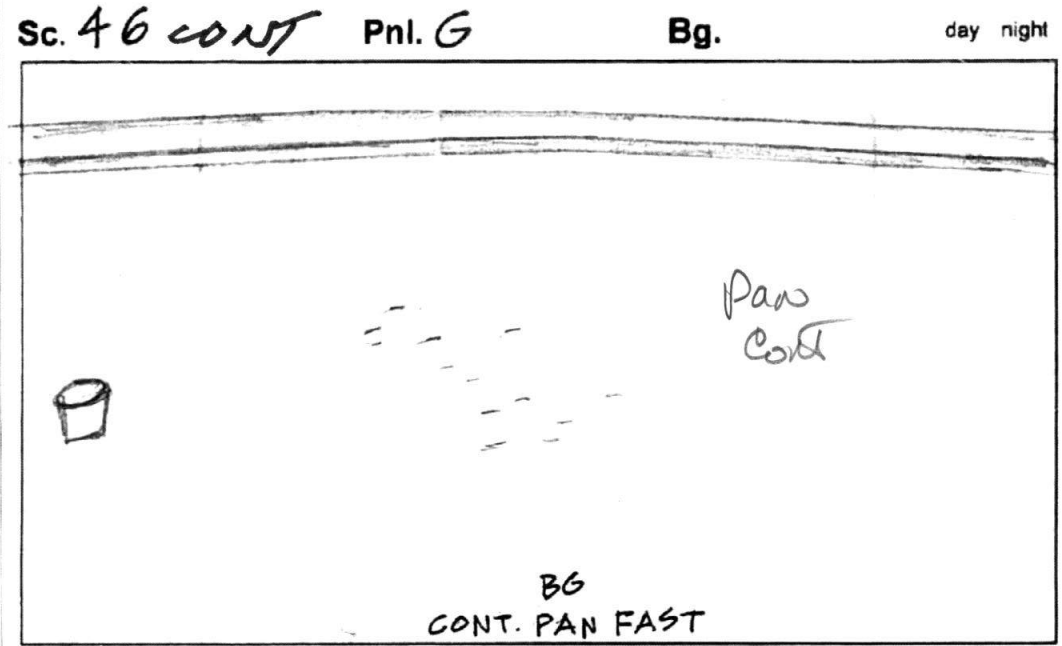
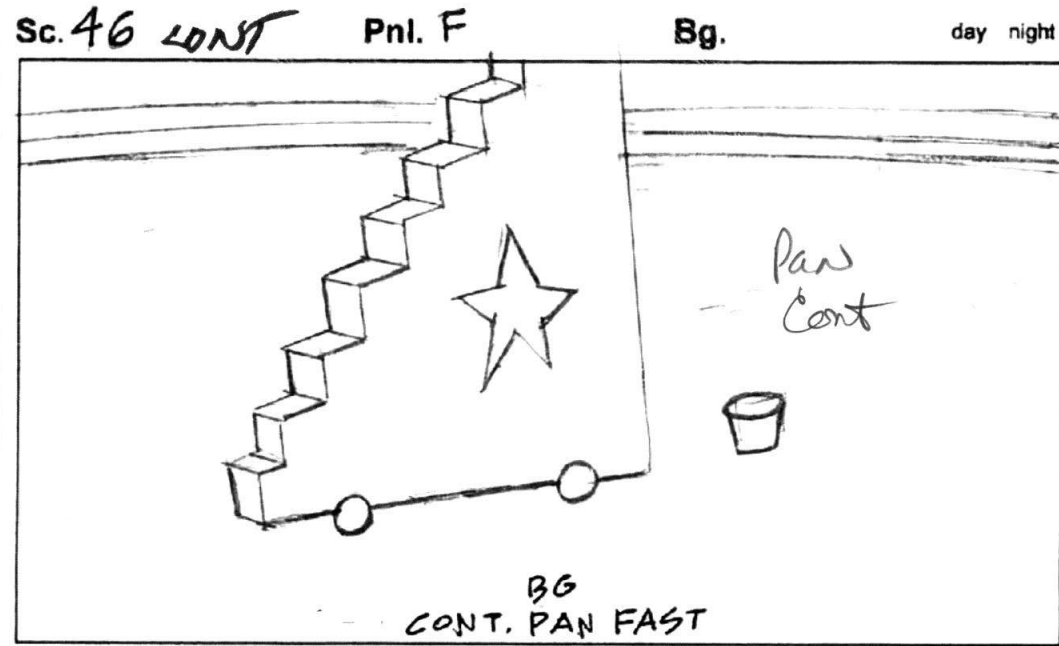
1025/162

DEC 13 2013

ADVENTURE TIME



Page 97



Dialog:

Action: - CONT. PAN TO THE OTHER SIDE
OF THE RING.

Timing:

DEC 13 2010

EPISODE #

Production :

1025/162

1025/162

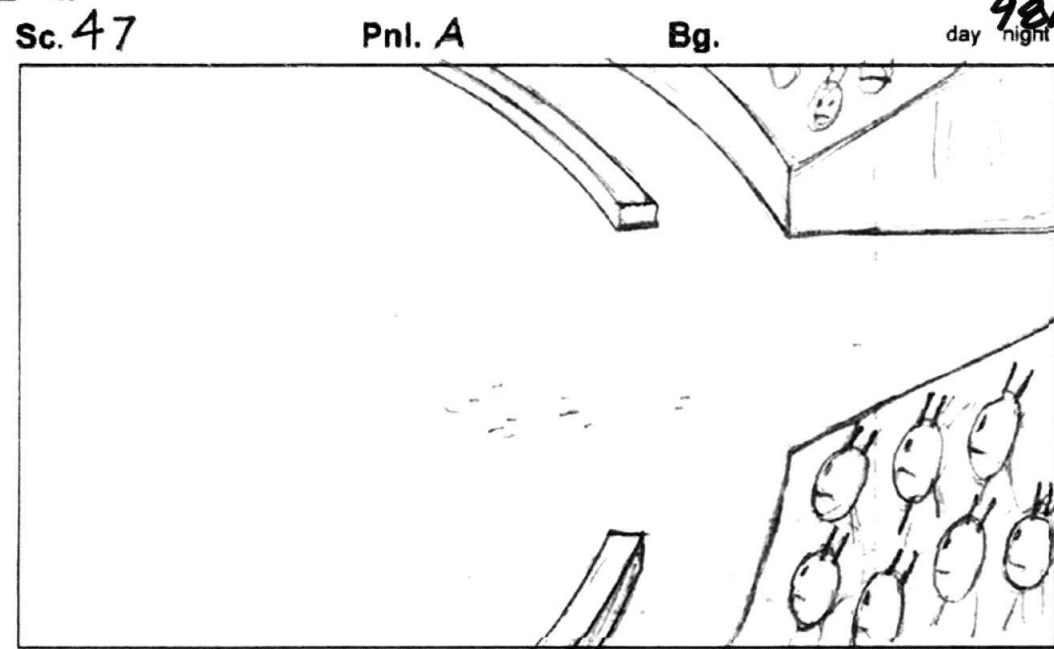
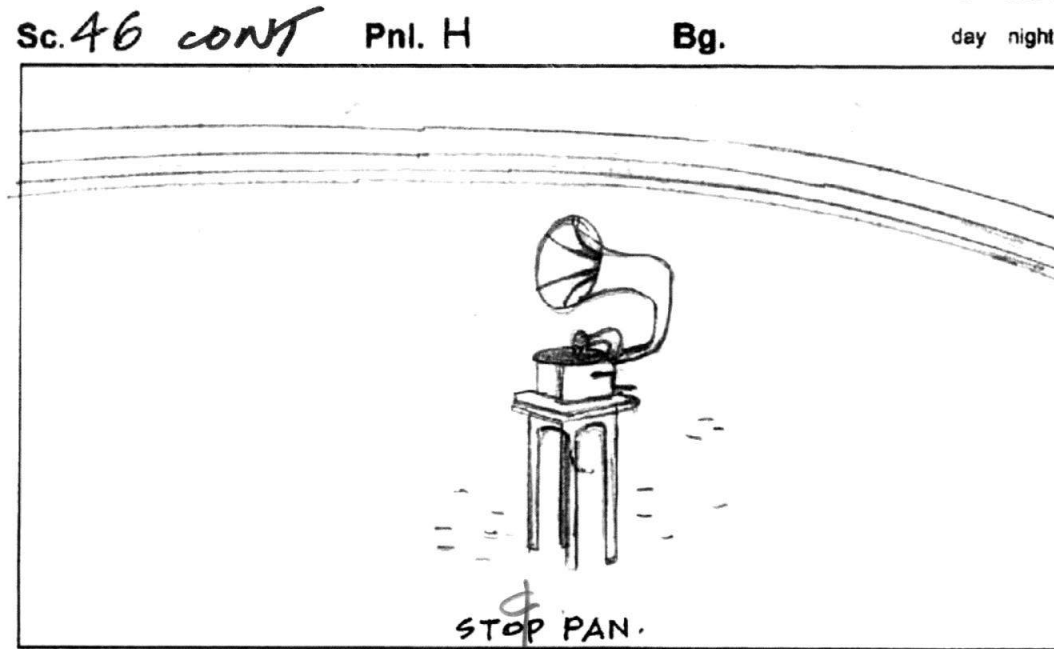
1025/162

ADVENTURE TIME



Cut

Page 98
98A NEXT
day night



EPISODE #

Production :

Dialog: MUSIC: MELANCHOLY MUSIC COMES FROM THE VICTROLA.

Action: - STOP THE QUICK PAN
- HOLD ON THE VICTROLA

Timing:



WIDE SHOT OF BLUE NOSE ENTERING, PUSHING A CART WITH A PILE OF ORANGES ON IT.

DEC 13 2013

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 98A
99 NEXT
day night

Sc. 47 *CONT*

Pnl.B

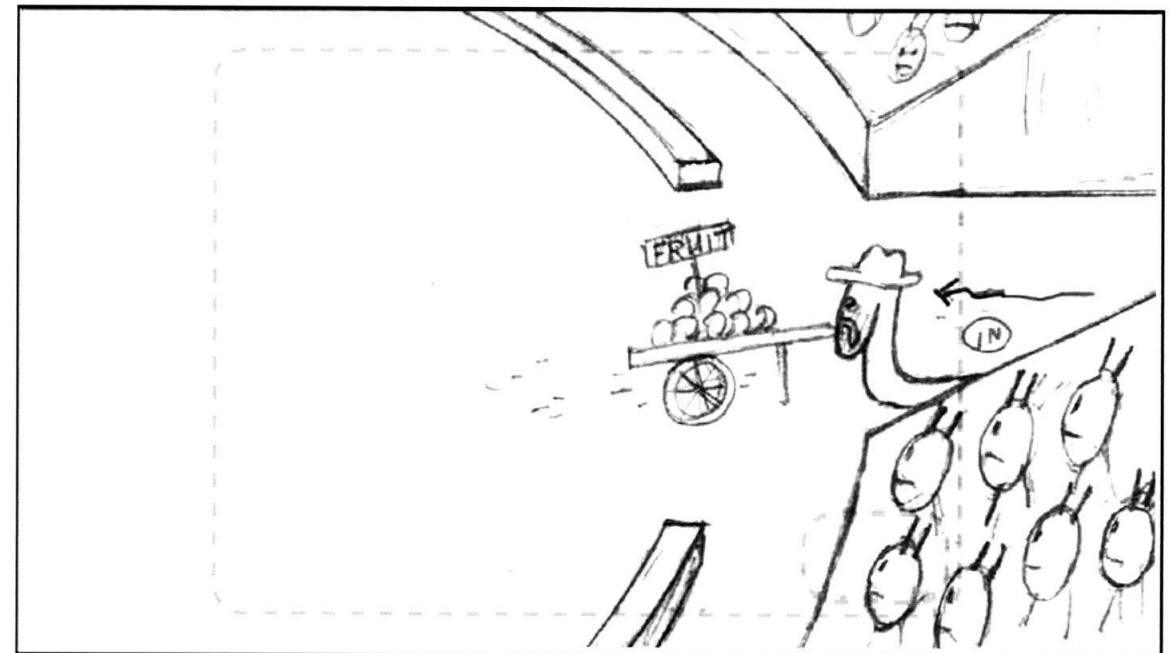
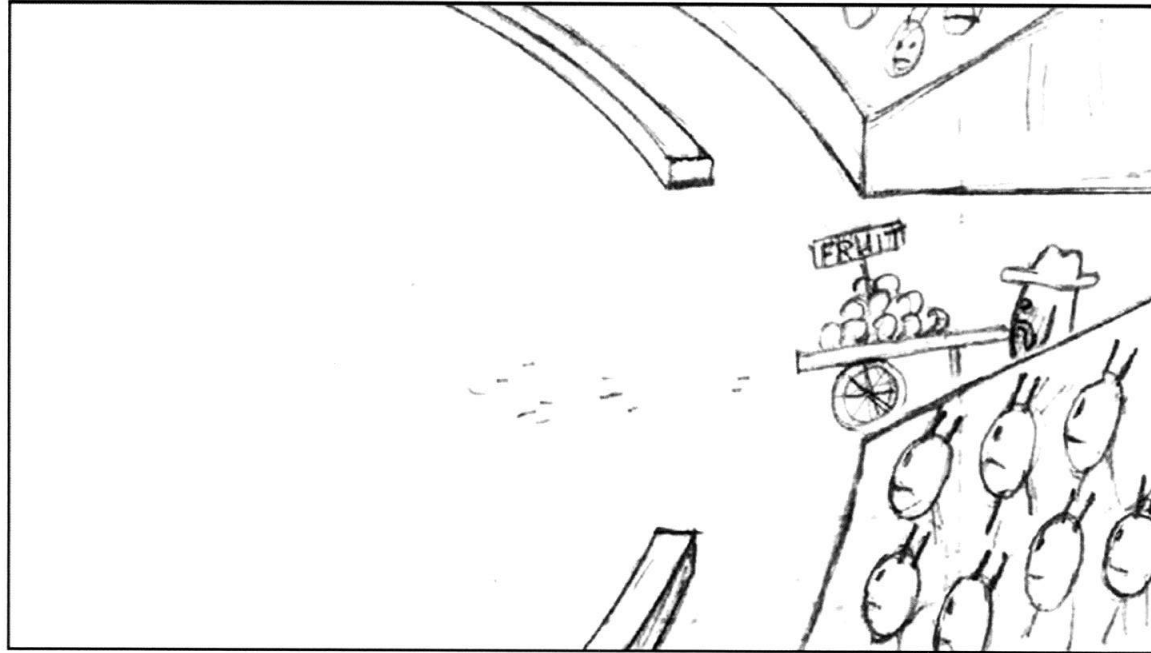
Bg.

day night

Sc.47 *CONT*

Pnl.C

Bg.



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



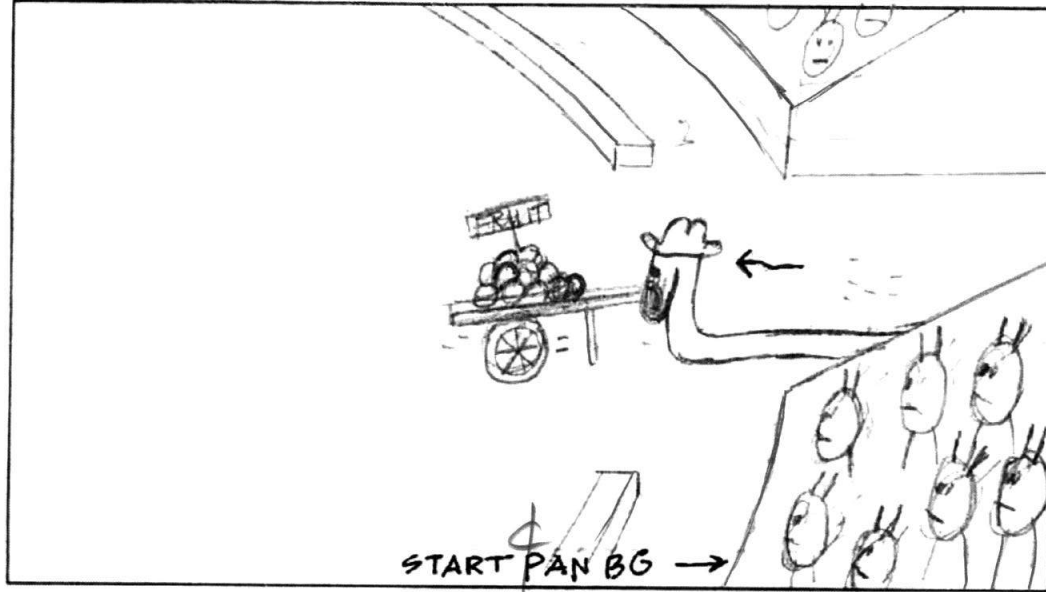
Page 99

Sc. 47 CONT

Pnl.D

Bg.

day night



Dialog:

Action: - START PAN W. BLUE NOSE.

S/A
F

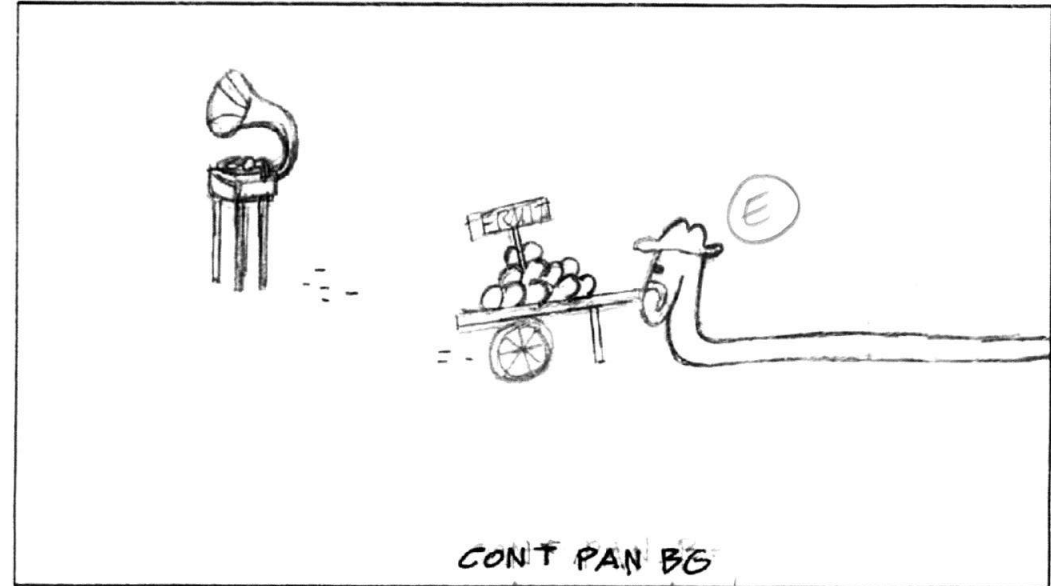
Timing:

Sc. 47 CONT

Pnl.E

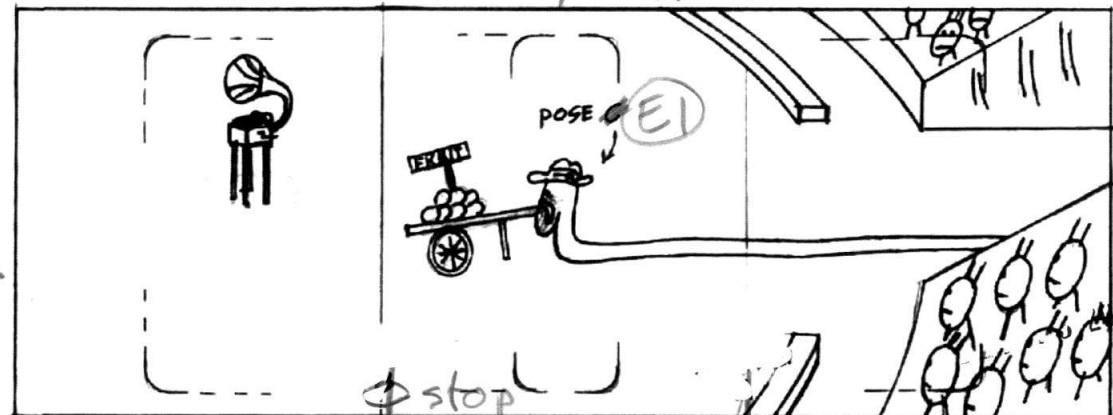
Bg.

day night



CONT PAN BG

w/w Action



LAYOUT FOR SC. 47

EPISODE #

1025/162

DEC 13 2013

S/A
A

Production :

1025/162

ADVENTURE TIME



NO SC'S
48-50

Page 100

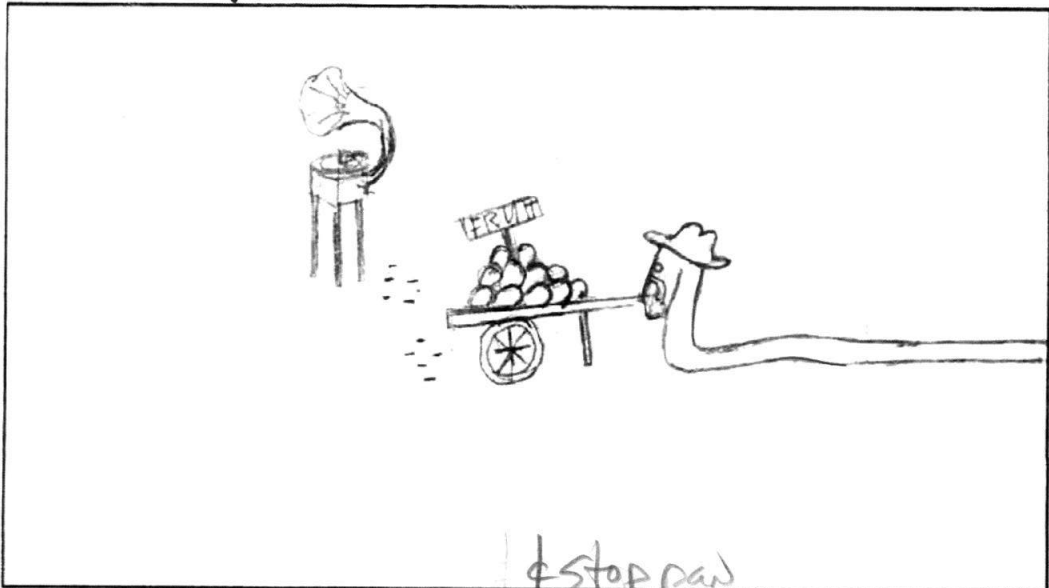
Has
Cut

Sc. 47 CONT

Pnl.F

Bg.

day night

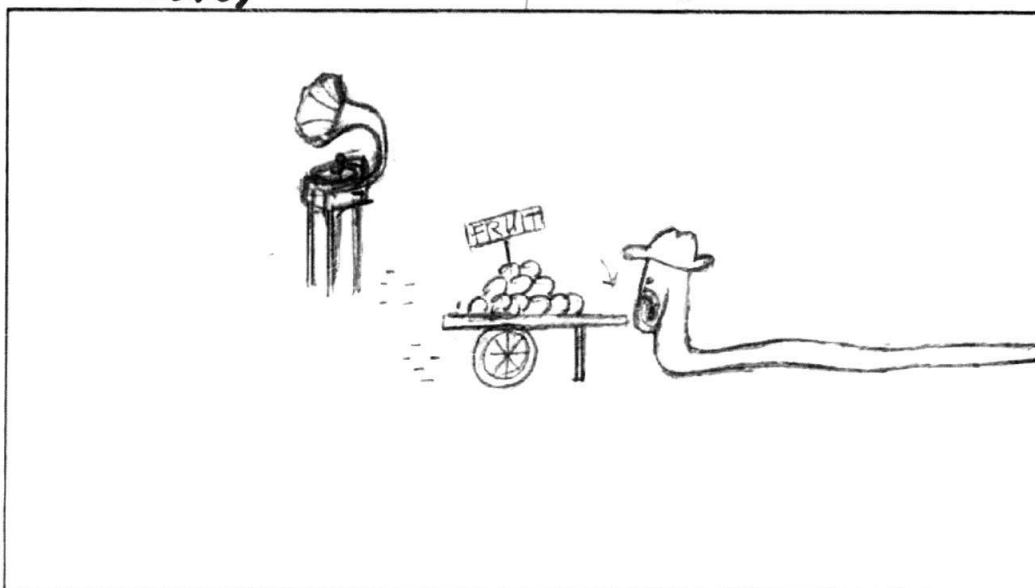


Sc. 47 CONT

Pnl.G

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

- BLUE NOSE STOPS WALKING.
- STOP PAN.

- BLUE NOSE SETS DOWN THE CART.

DEC 13 2013

Timing:

1025/162

1025/162-

1025/162

Handwritten: *Ad Cut*

ADVENTURE TIME



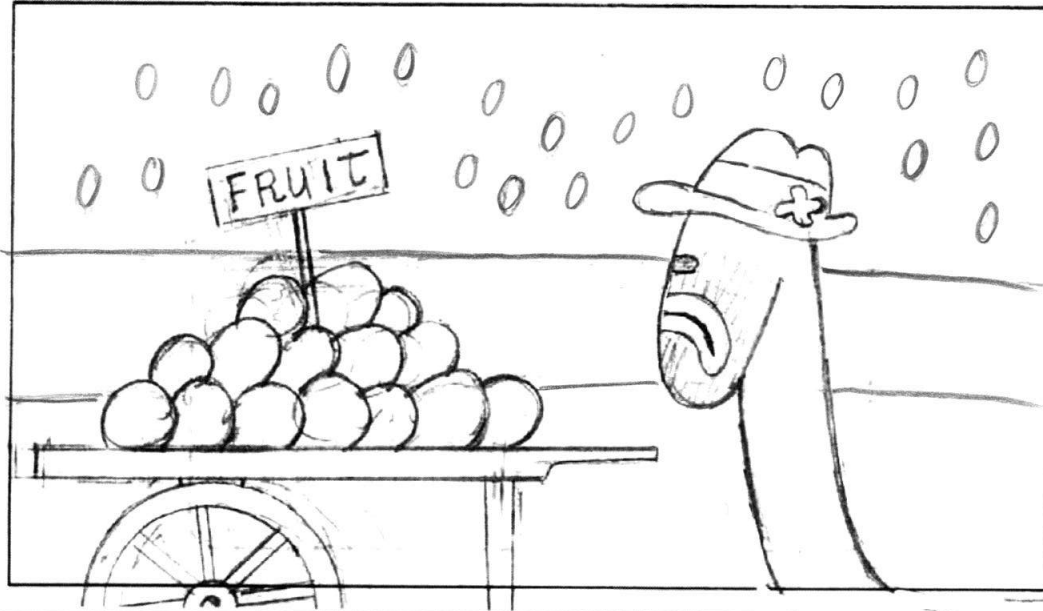
Page 101

Sc. 51

Pnl. A

Bg.

day night

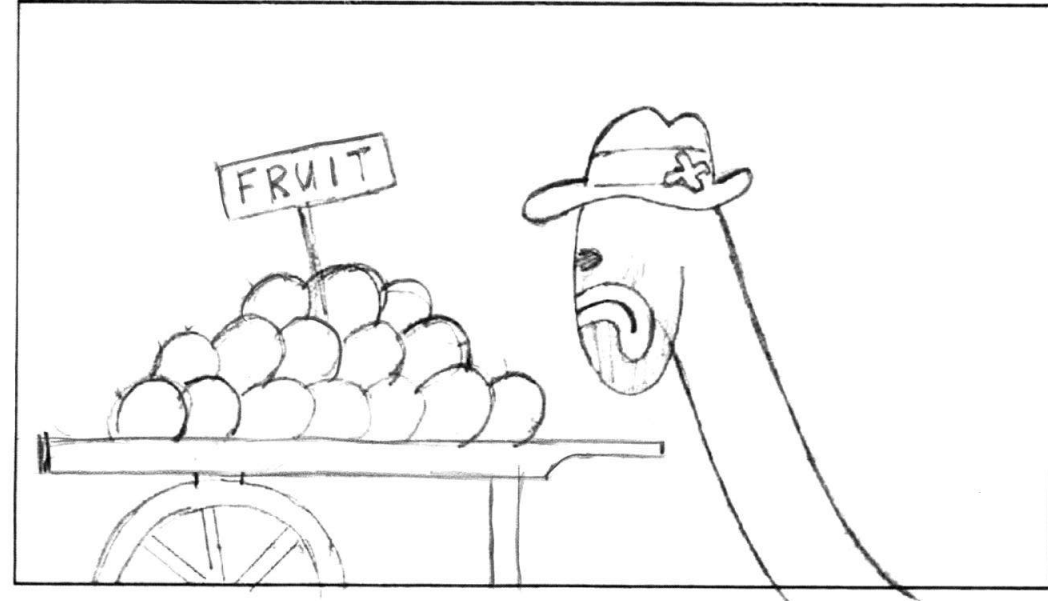


Sc. 51 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE ON BLUE NOSE WITH THE (SLIGHTLY ROTTING) ORANGES.

BLUE NOSE LEANS TOWARD THE ORANGES.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 102

Sc. 51 *CONT*

Pnl. C

Bg.

day night

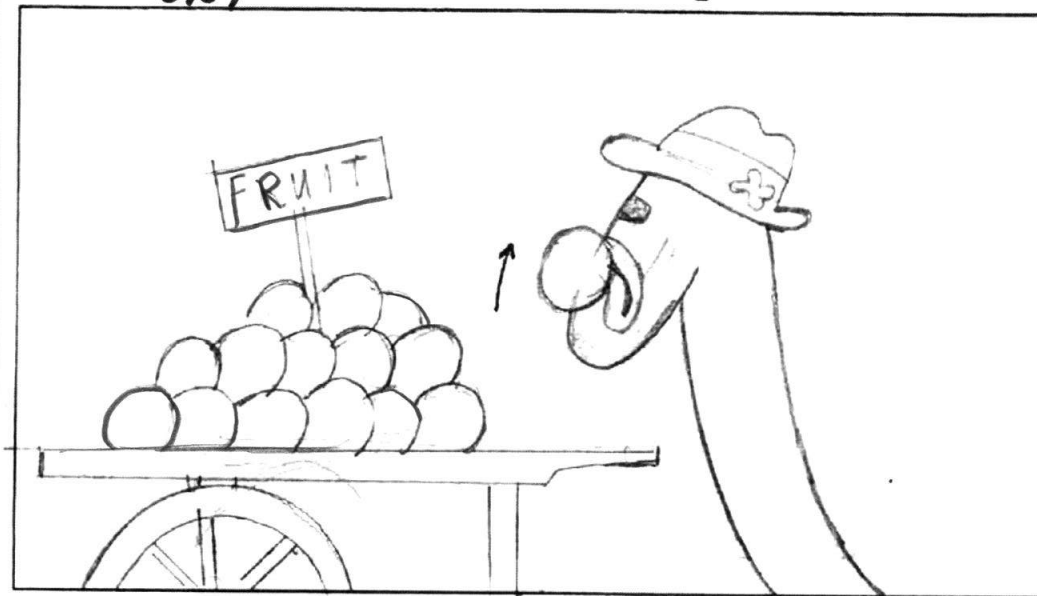


Sc. 51 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE PICKS UP AN ORANGE.

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

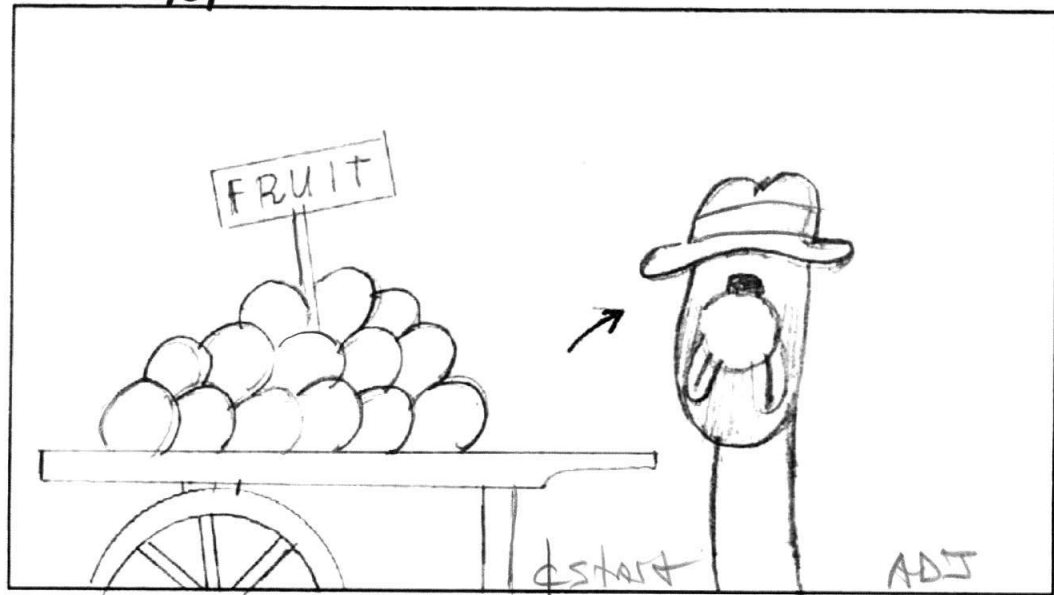
1025/162

ADVENTURE TIME



Page **103**

Sc. 51 *CONT* Pnl. E Bg. day night

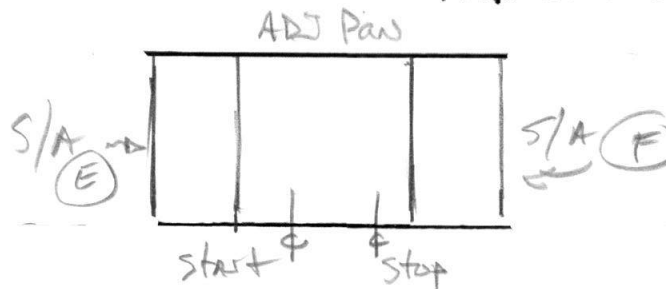


Dialog:

Action: BLUE NOSE TURNS WITH THE ORANGE.

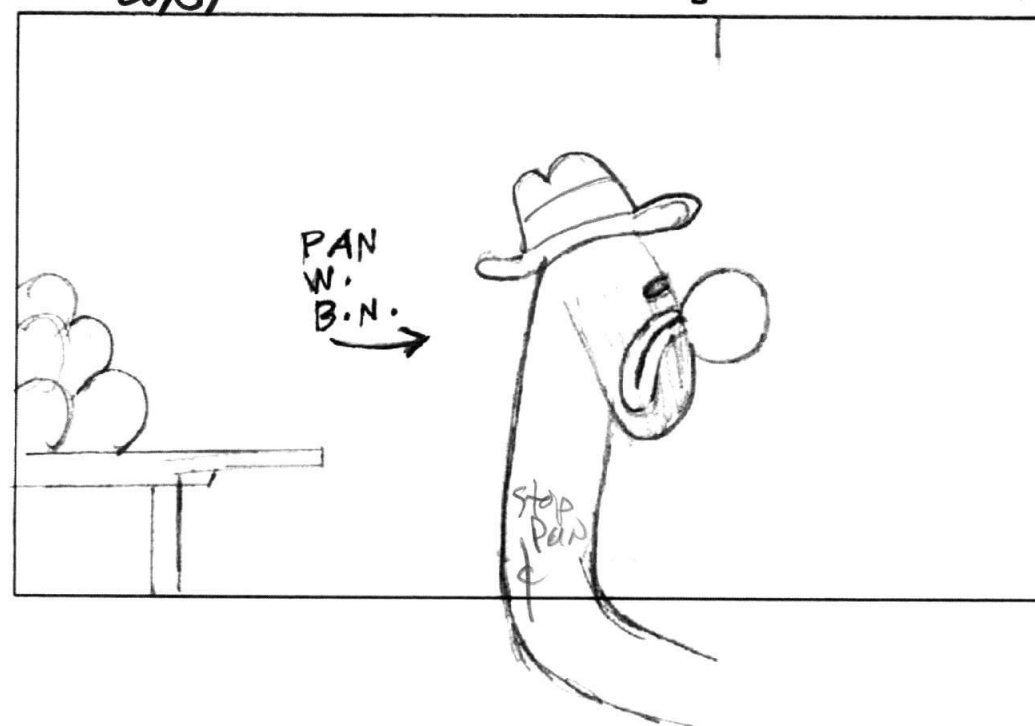
- CONT TURN
- PAN WITH B.N.

Timing:



DEC 13 2013

Sc. 51 *CONT* Pnl. F Bg. day night



EPISODE #

Production :

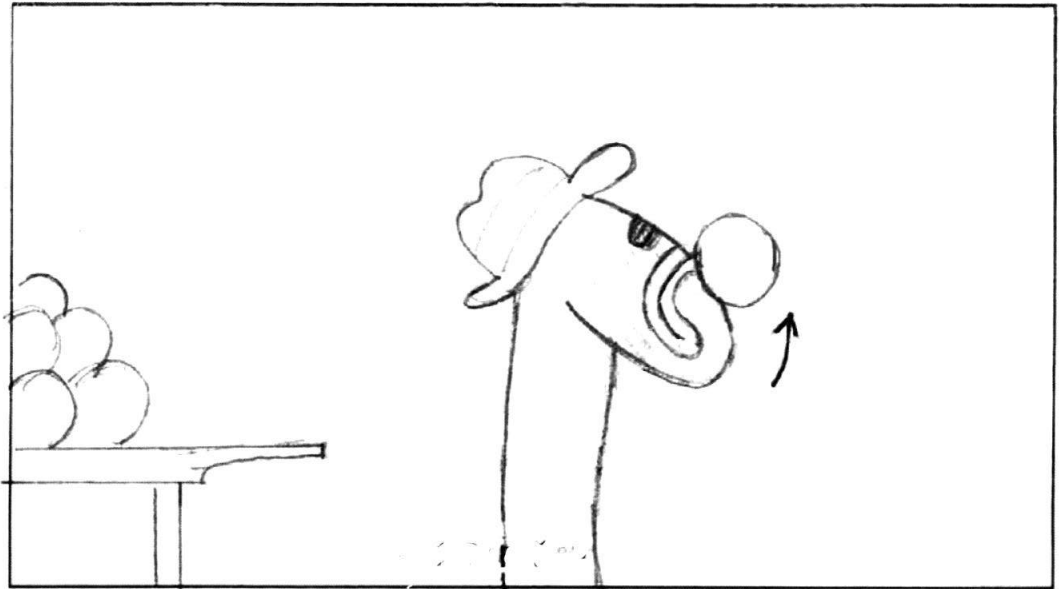
1025/162

1025/162

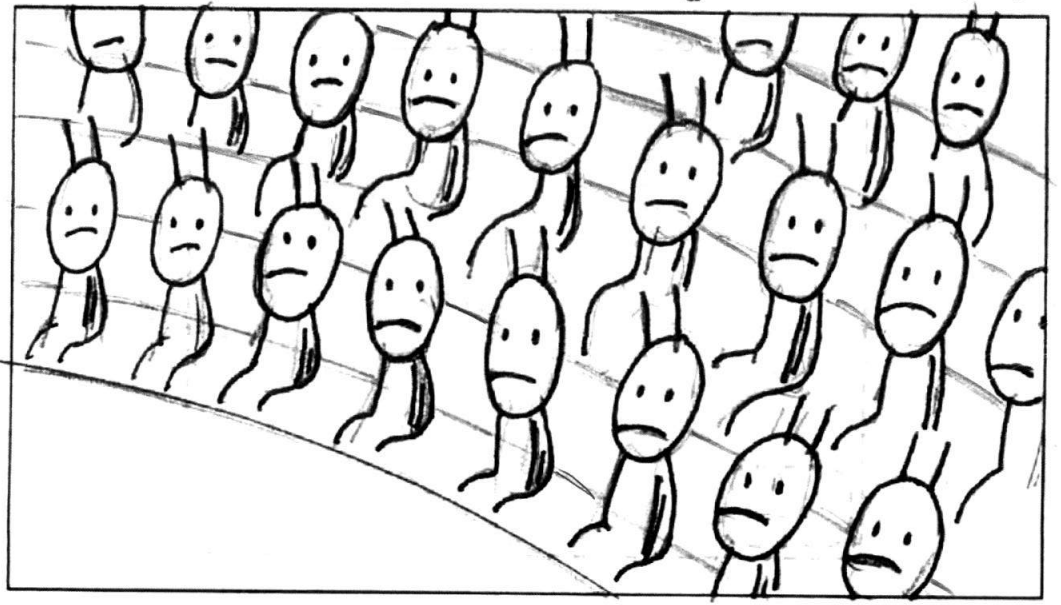
ADVENTURE TIME



Sc. 51 CONT Pnl. G Bg. day night



Sc. 52 Pnl. A Bg. day night



Dialog:	
Action:	BLUE NOSE LIFTS UP THE ORANGE TO SHOW IT TO THE AUDIENCE.
	AUDIENCE DOESN'T KNOW WHAT TO THINK.
Timing:	
DEC 13 2013	

EPISODE #

Production :

1025/162

1025/162

1025/162

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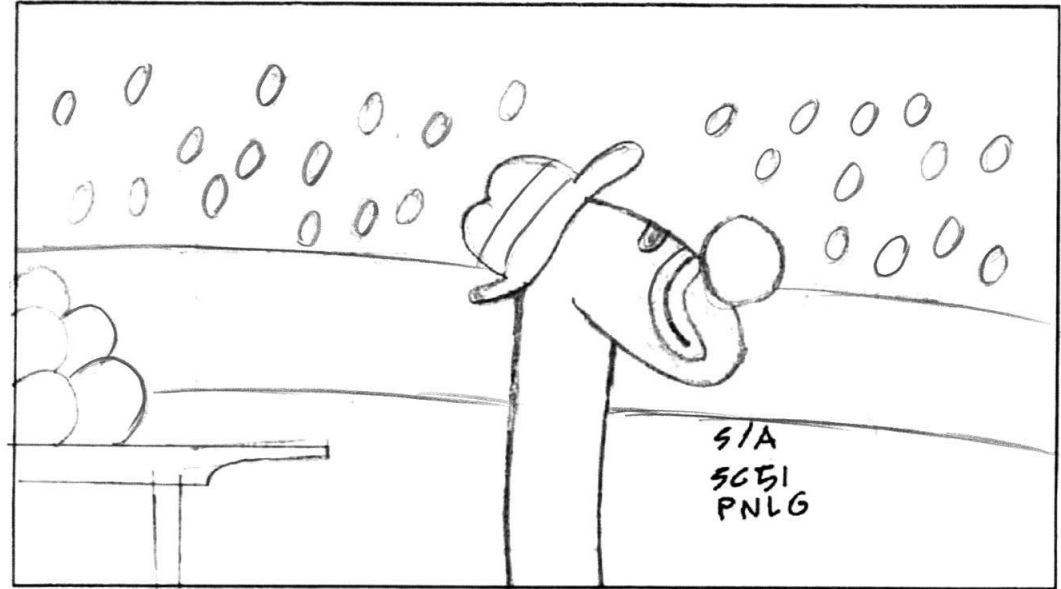
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1025/162

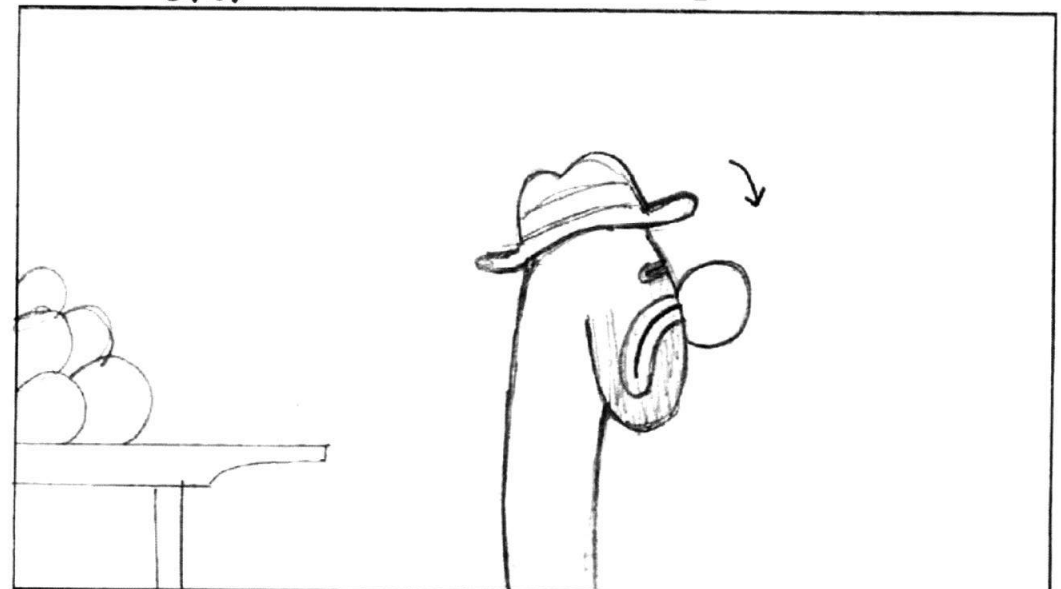
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night



Sc. 53 CONT Pnl. B Bg. day night



Dialog:	
Action:	CUT BACK TO BLUE NOSE, STILL HOLDING UP THE ORANGE.
	BLUE NOSE LOWERS THE ORANGE.
Timing:	
DEC 13 2013	

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



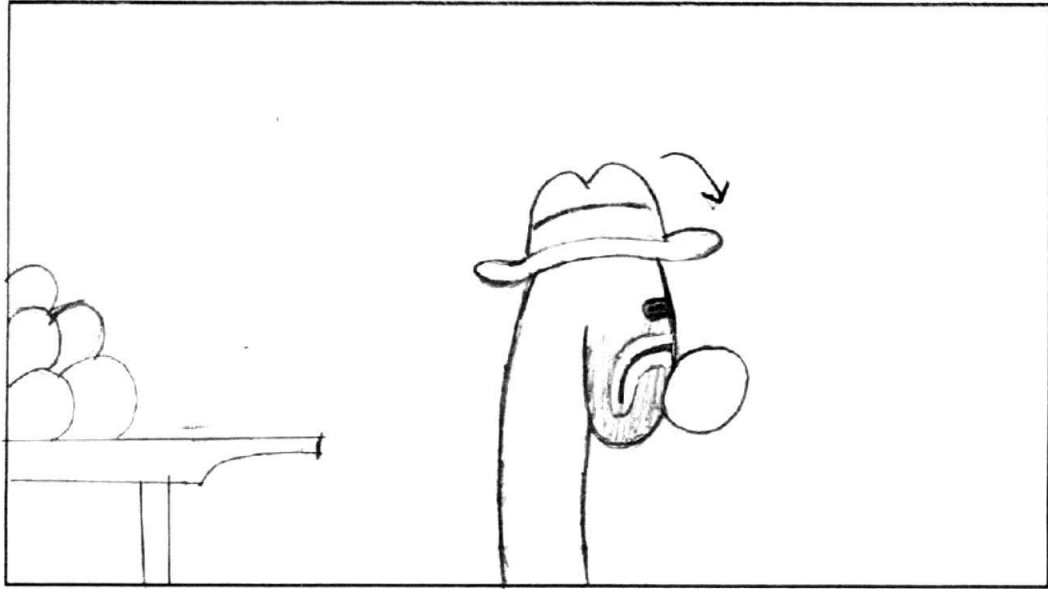
Page 106

Sc. 53 CONT

Pnl. C

Bg.

day night

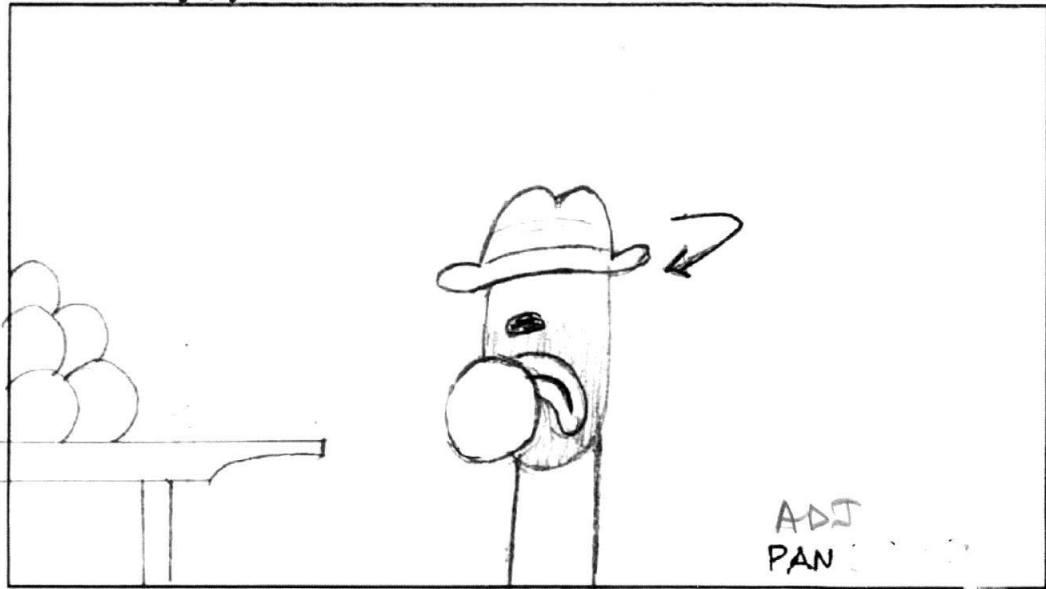


Sc. 53 CONT

Pnl. D

Bg.

day night

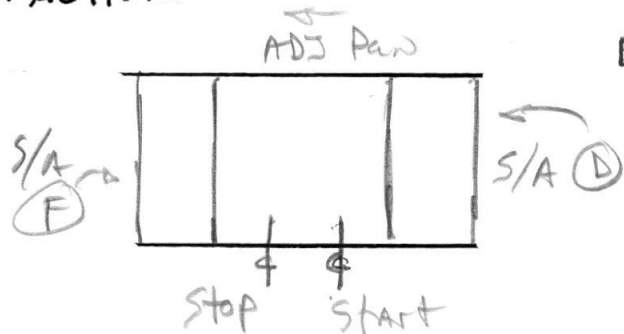


Dialog:

Action: BLUE NOSE LOWERS THE ORANGE EVEN MORE,
DISAPPOINTED.

- BLUE NOSE TURNS BACK TO THE CART.
- PAN W. ACTION.

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

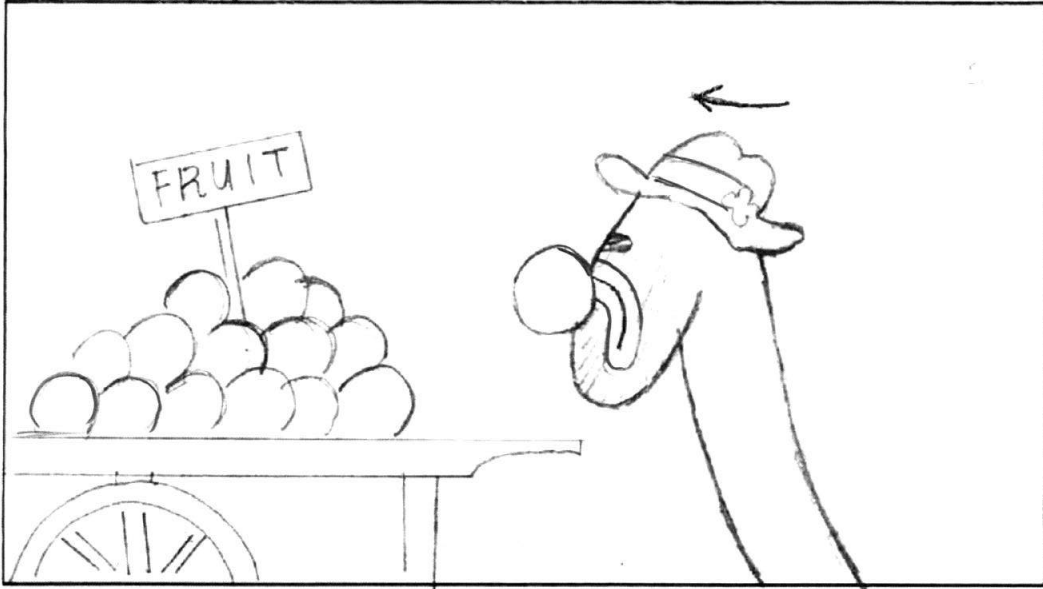
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ADVENTURE TIME

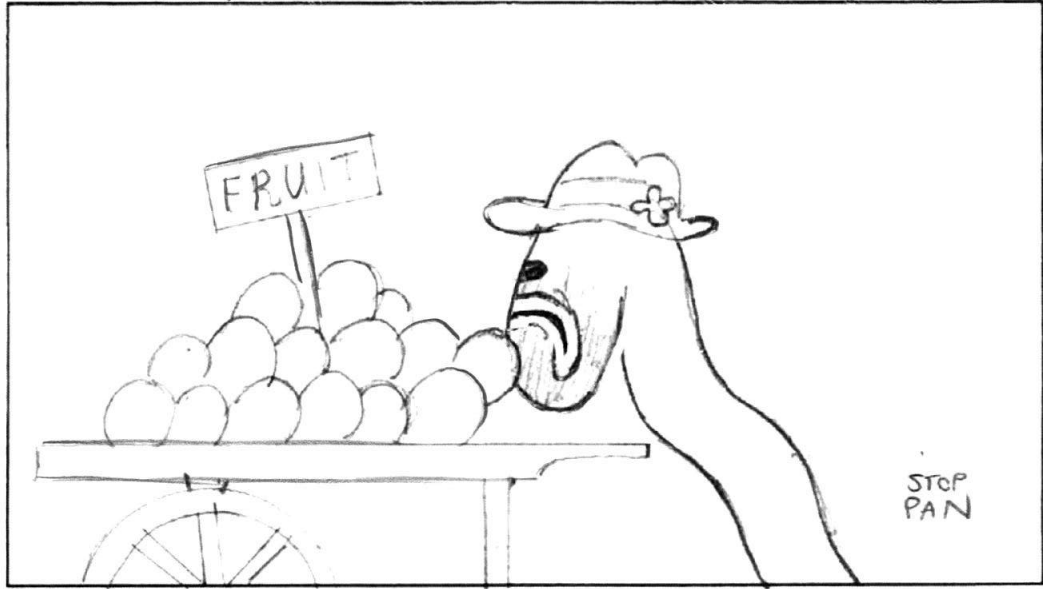


Page 107

Sc. 53 CONT Pnl. E Bg. day night



Sc. 53 CONT Pnl. F Bg. day night



Dialog:	
Action:	BLUE NOSE PLACES THE ORANGE BACK ONTO THE CART.
Timing:	DEC 13 2013

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME



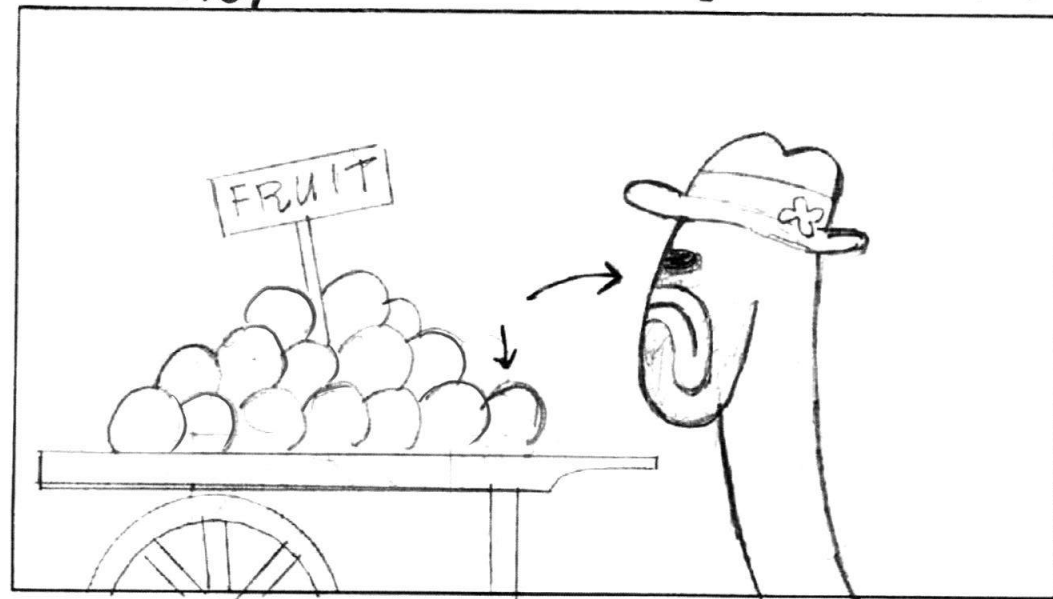
Page 108

Sc. 53 CONT

Pnl. G

Bg.

day night

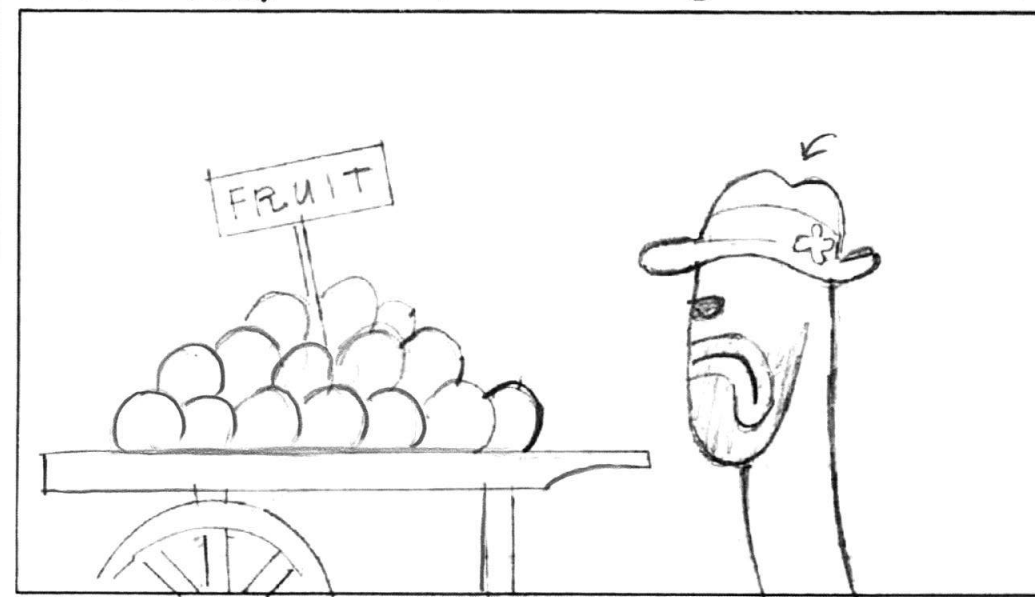


Sc. 53 CONT

Pnl. H

Bg.

day night



Dialog:

Action:

- ORANGE SETTLES.
- BLUE NOSE SETTLES BACK.

A SAD PAUSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



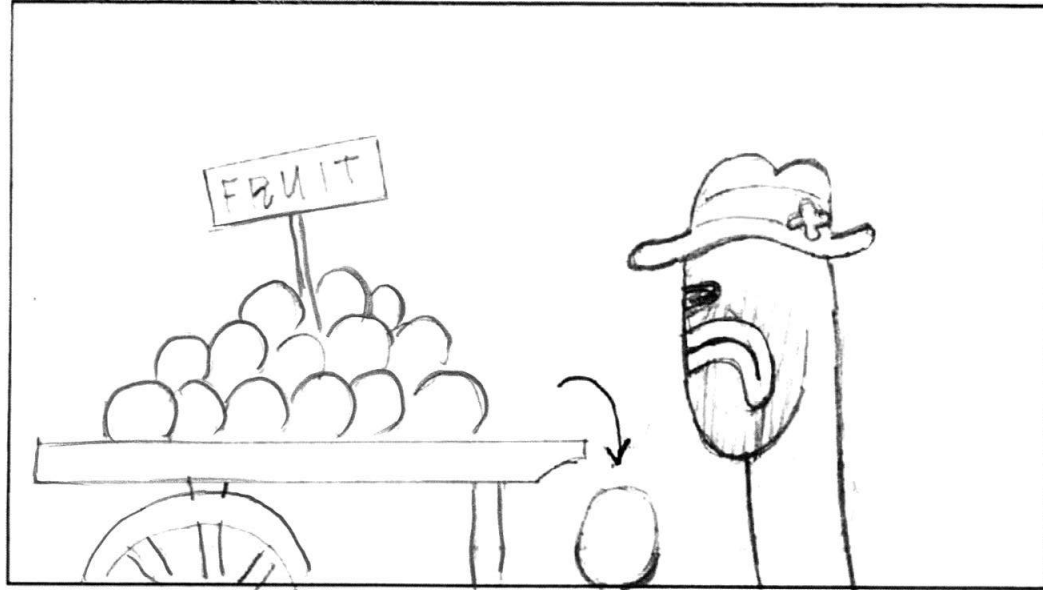
Page 109

Sc. 53 CONT

Pnl. I

Bg.

day night

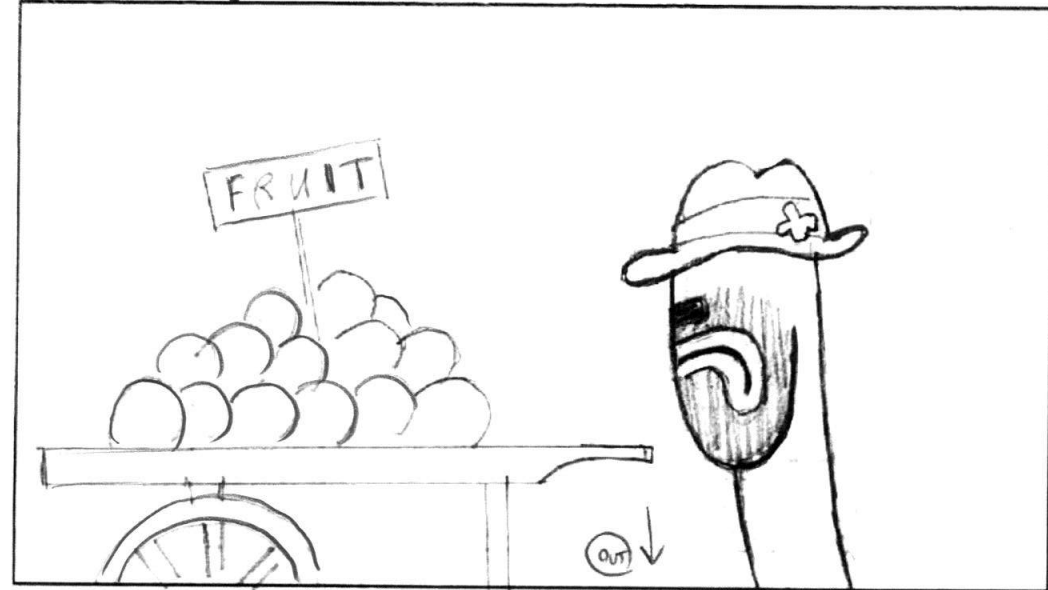


Sc. 53 CONT

Pnl. J

Bg.

day night



Dialog:

Action:

ORANGE FALLS OFF THE CART.

BLUE NOSE BEGINS TO LEAN DOWN TO THE ORANGE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



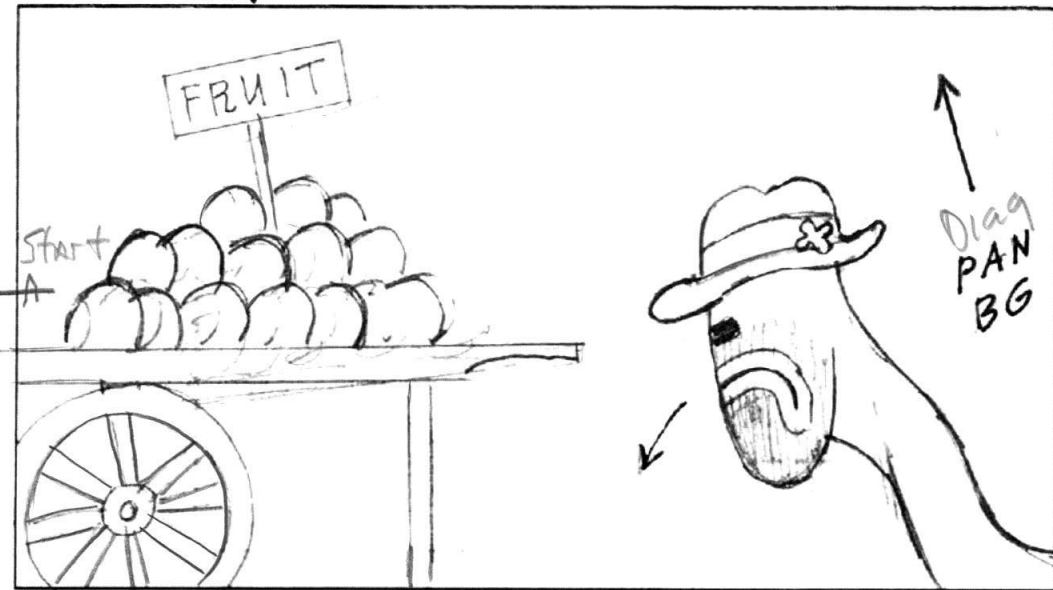
Page 110

Sc. 53 CONT

Pnl. K

Bg.

day night

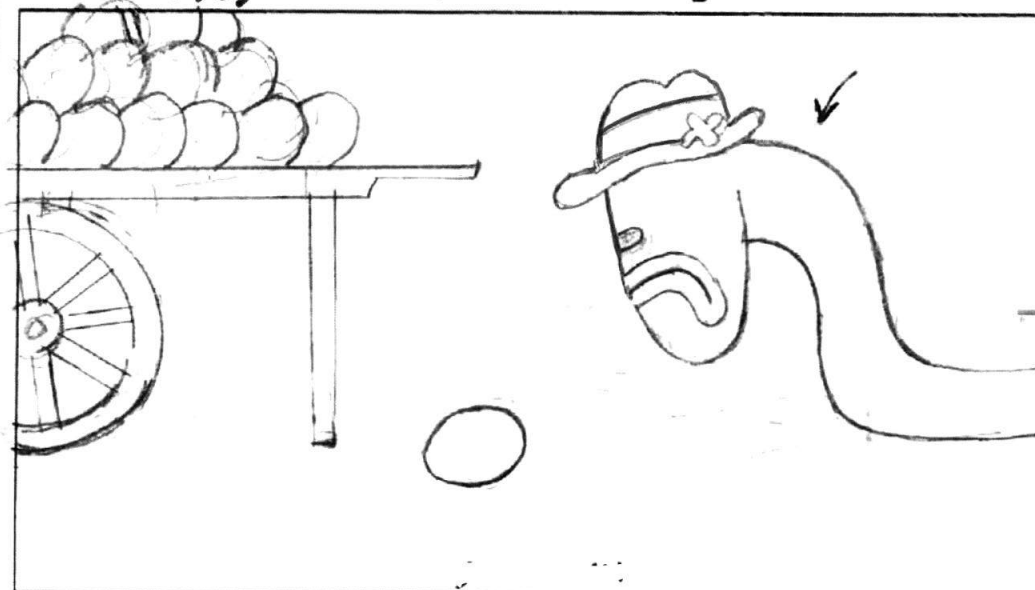


Sc. 53 CONT

Pnl. L

Bg.

day night



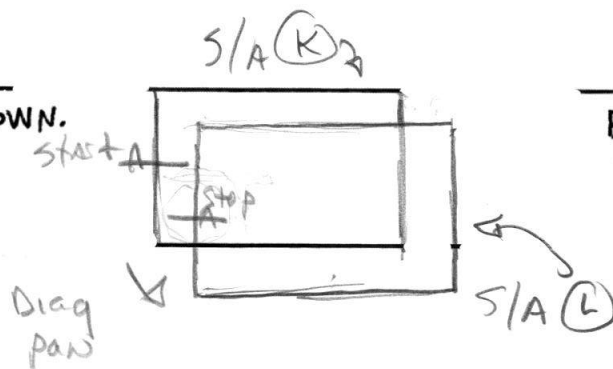
EPISODE #

Dialog:

Action: - BLUE NOSE LEANS DOWN.
- PAN W. ACTION

BLUE NOSE FINISHES LEANING DOWN, LOOKS SADLY AT ORANGE.

Timing:



DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



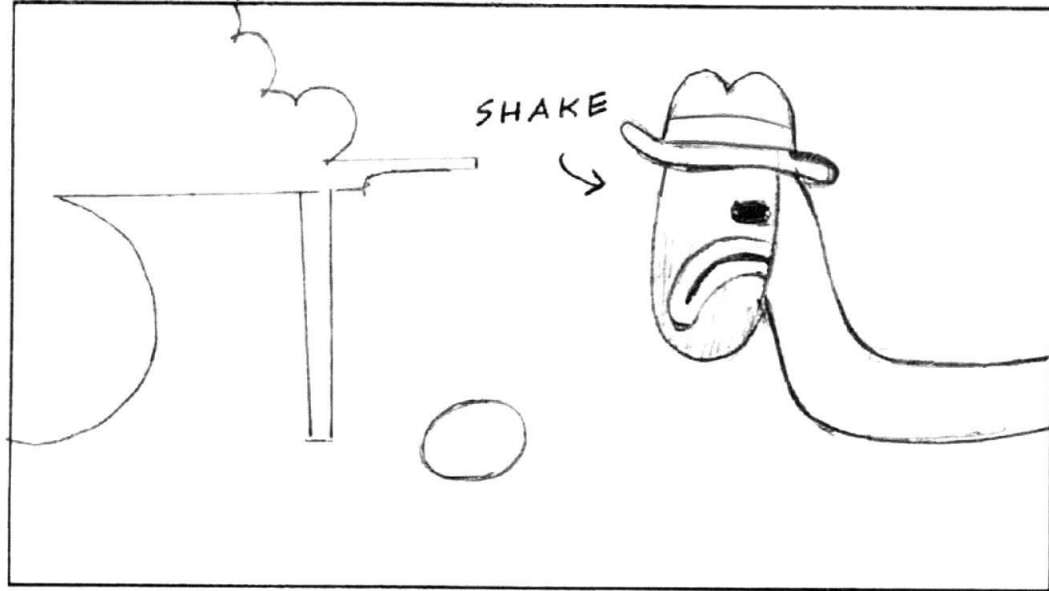
Page 111

Sc. 53 *CONT*

Pnl. M

Bg.

day night

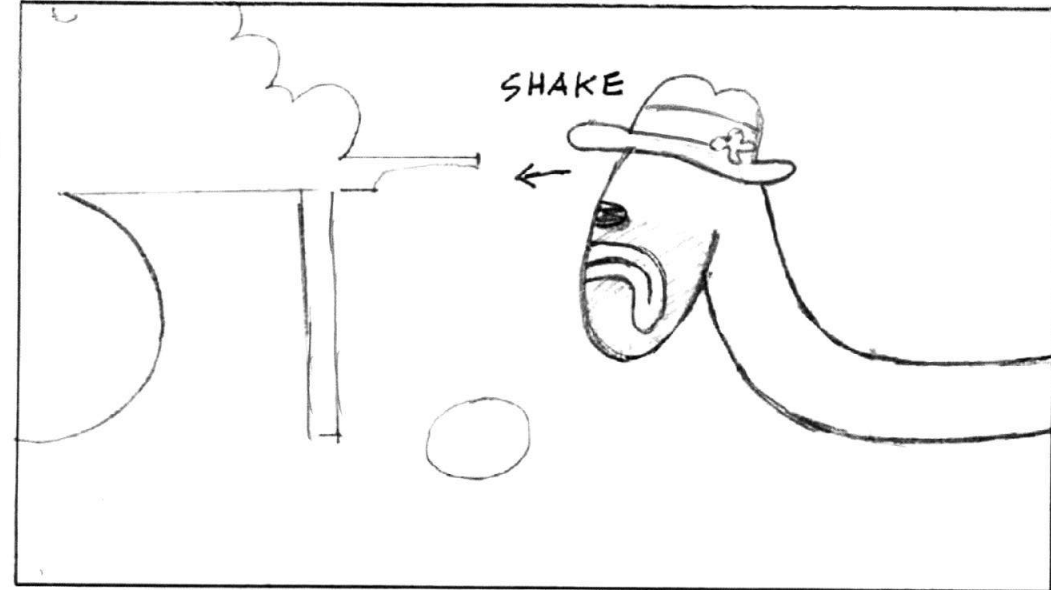


Sc. 53 *CONT*

Pnl. N

Bg.

day night



Dialog:

Action:

BLUE NOSE SHAKES HIS HEAD SLOWLY AND SADLY. (REPEAT CYCLE A FEW TIMES.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

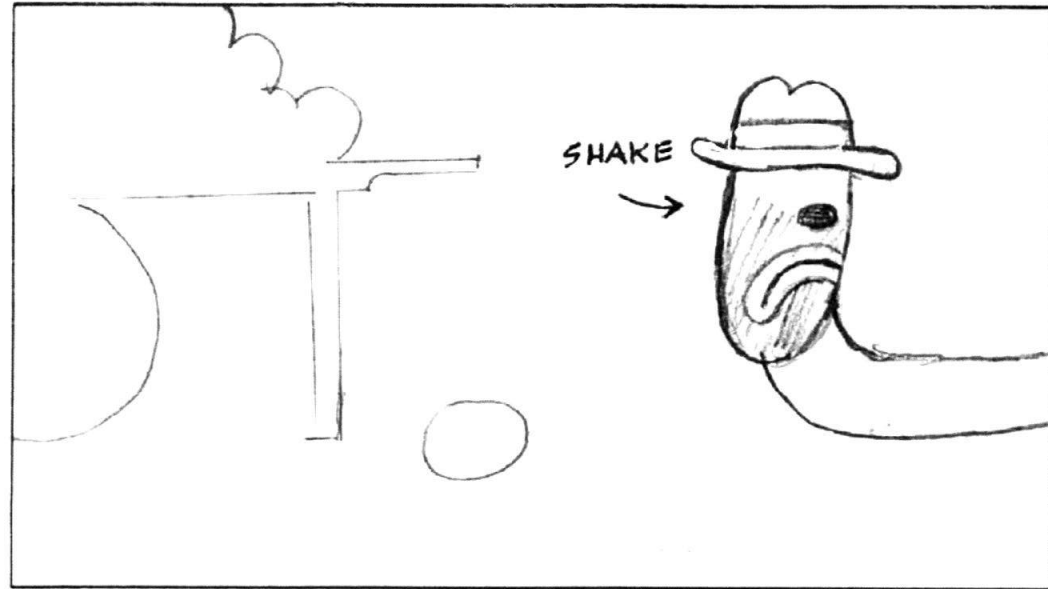
1025/162

ADVENTURE TIME

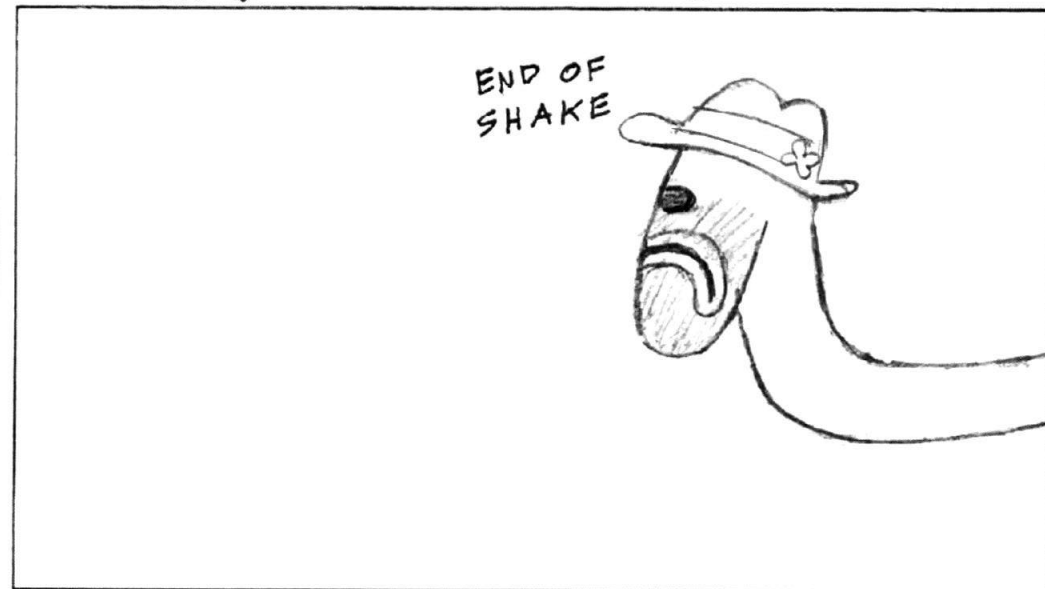


Page 112

Sc. 53 *CONT* Pnl. O Bg. day night



Sc. 53 *CONT* Pnl. P Bg. day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

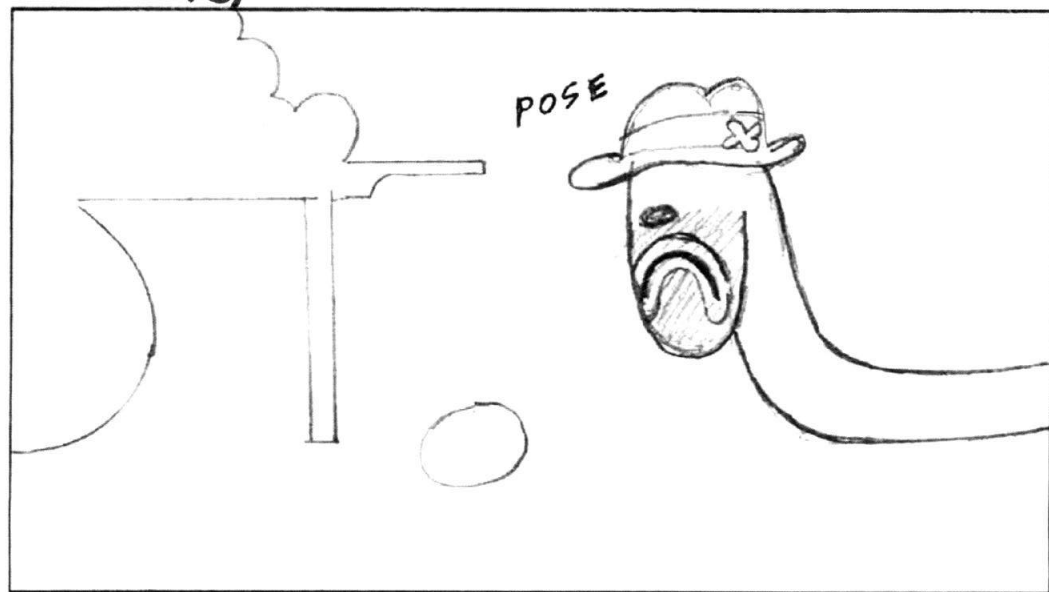
1025/162

ADVENTURE TIME

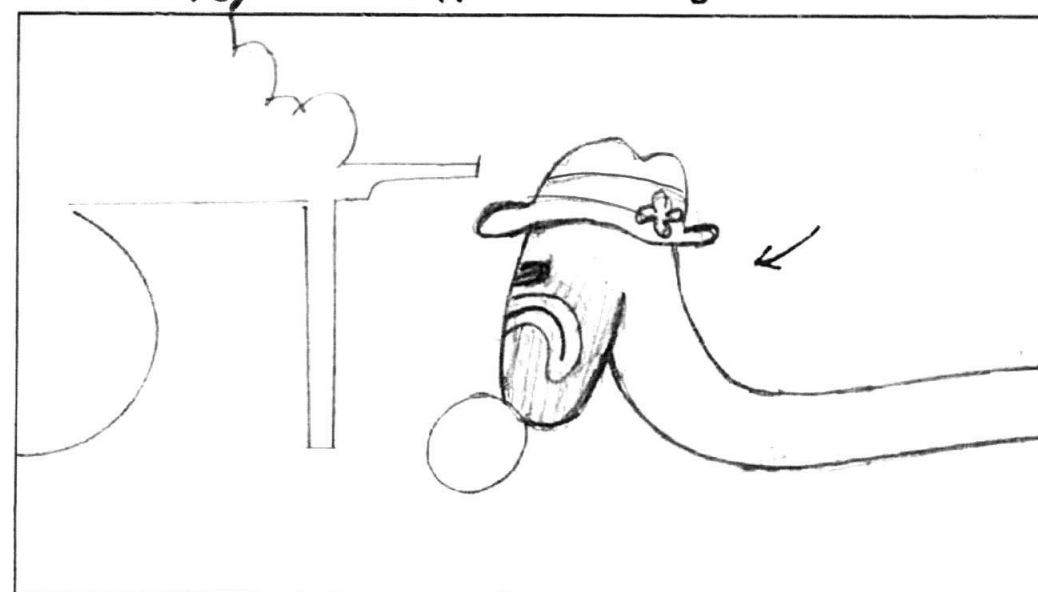


Page 113

Sc. 53 *CONT* Pnl. Q Bg. day night



Sc. 53 *CONT* Pnl. R Bg. day night



Dialog:

Action:

BLUE NOSE PUSHES THE ORANGE AWAY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

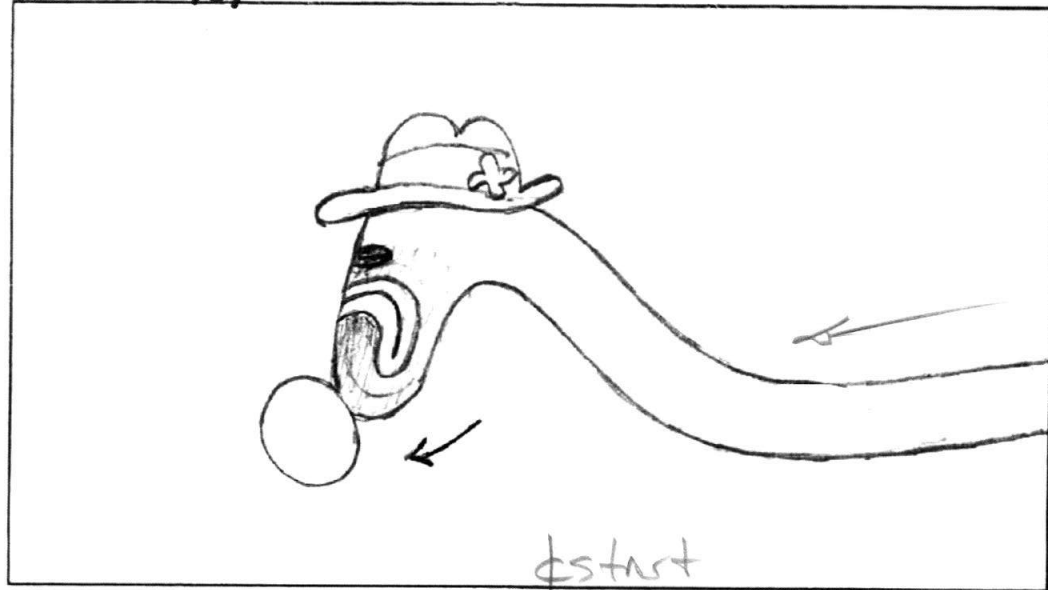
1025/162

ADVENTURE TIME

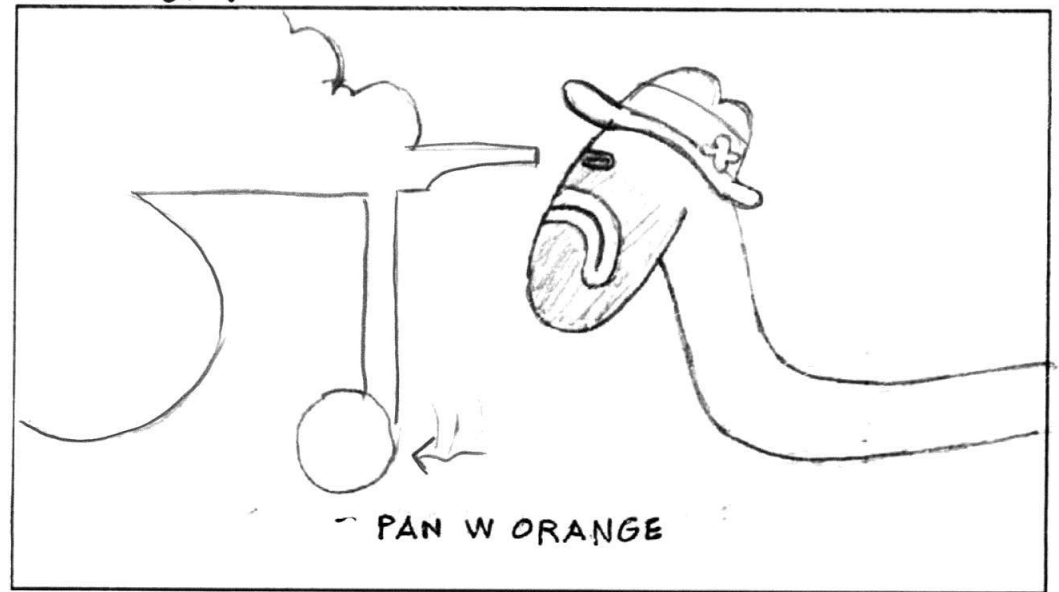


Page 114

Sc. 53 *cont* Pnl. S Bg. day night



Sc. 53 *cont* Pnl. T Bg. day night



Dialog:

Pushes orange FWD

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

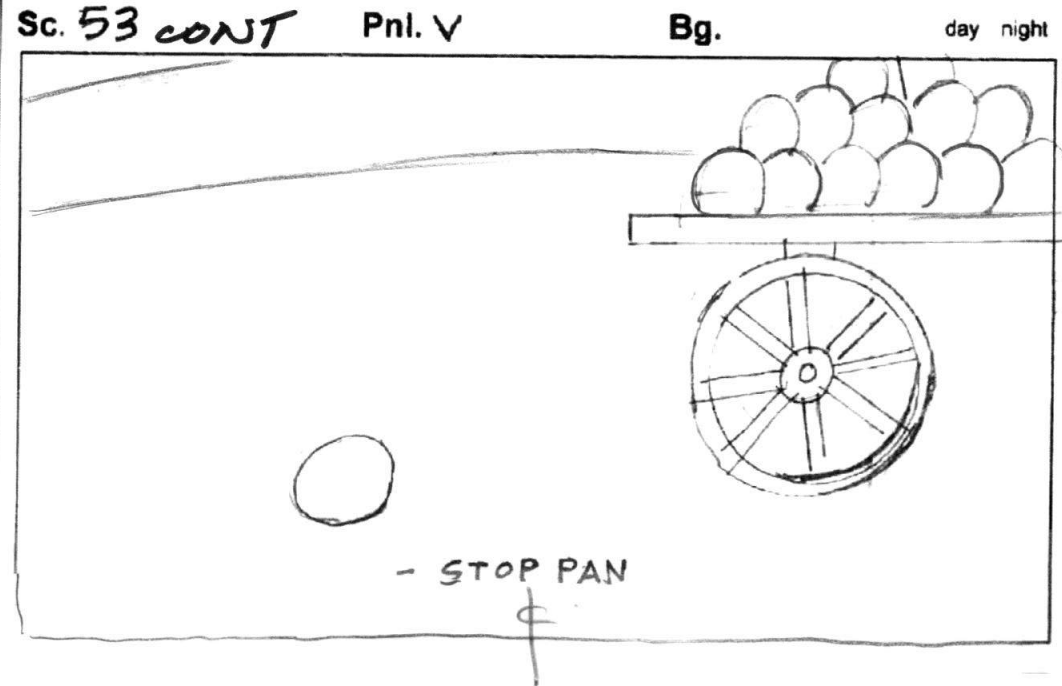
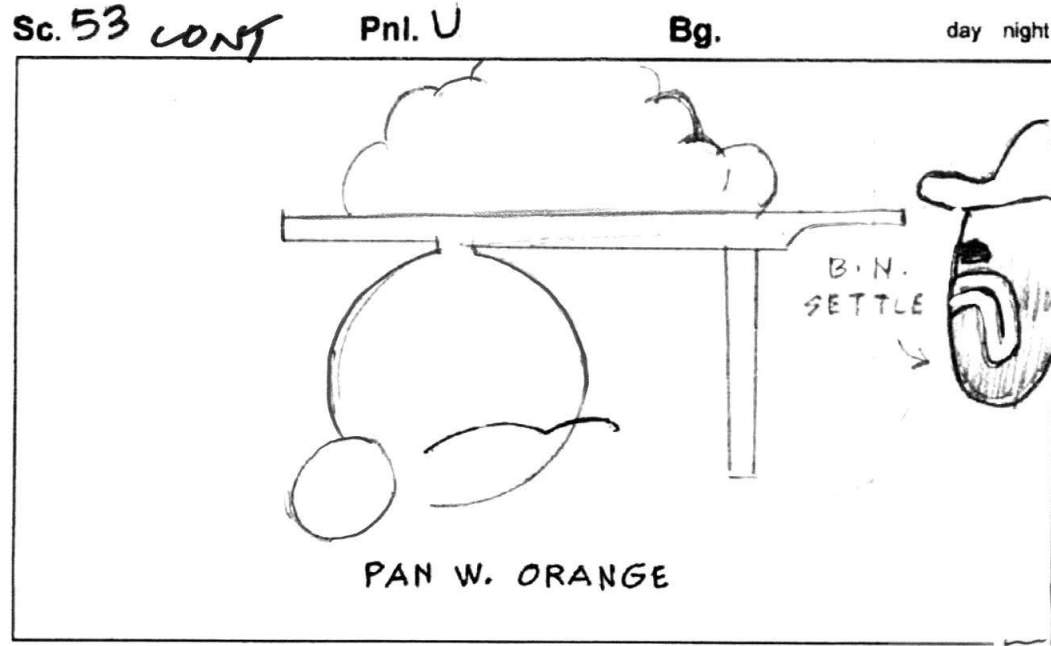
1025/162

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ADVENTURE TIME



Page 115

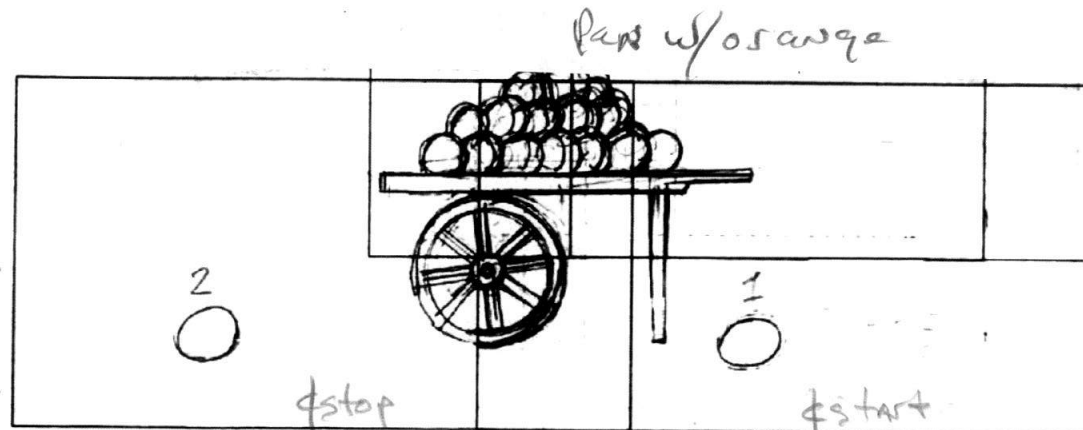


EPISODE #

1025/162

Dialog:
Action:
Timing:

S/A (V)



LAYOUT FOR SC. 51 / 53

DEC 13 2013

S/A (3) Produ

1025/162

Cut

ADVENTURE TIME



Cut

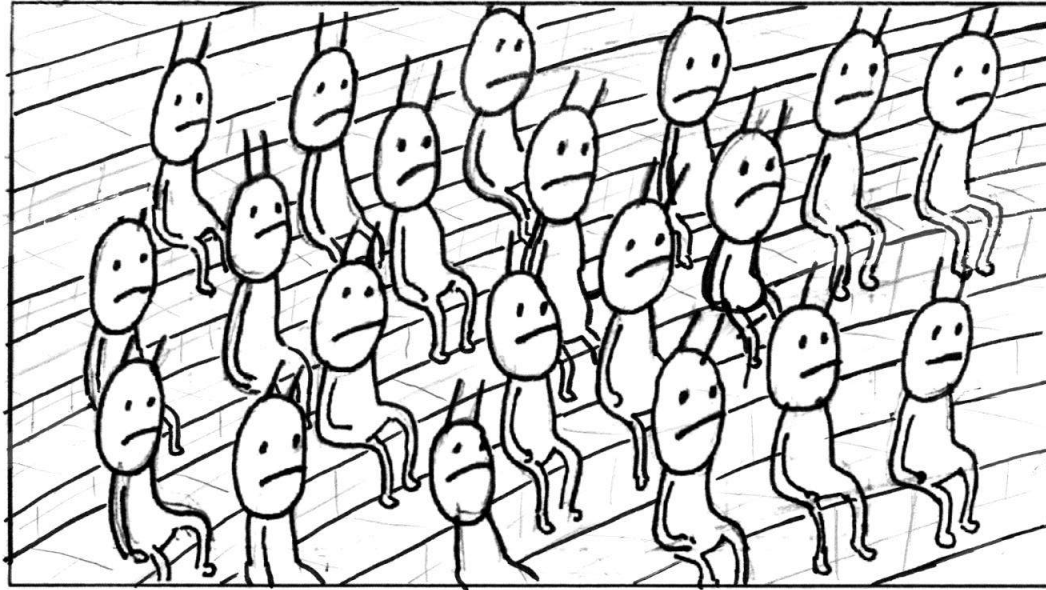
Page 116
NO PG 117
day night

Sc.54

Pnl.A

Bg.

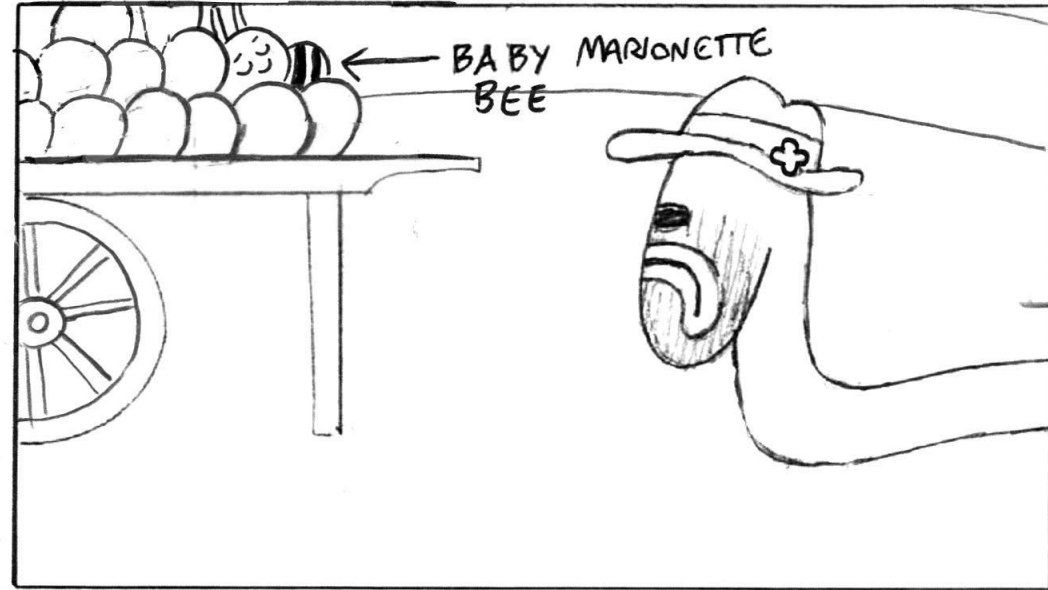
day night



Sc.55

Pnl.A

Bg.



Start
A
Diag
pan

EPISODE #

Dialog:

Action: - CUT BACK TO BLUE NOSE.
- NOTE: A SLEEPING BABY IS NOW TO BE SEEN
IN THE PILE OF ORANGES.

BLUE NOSE RAISES HIMSELF BACK UP.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



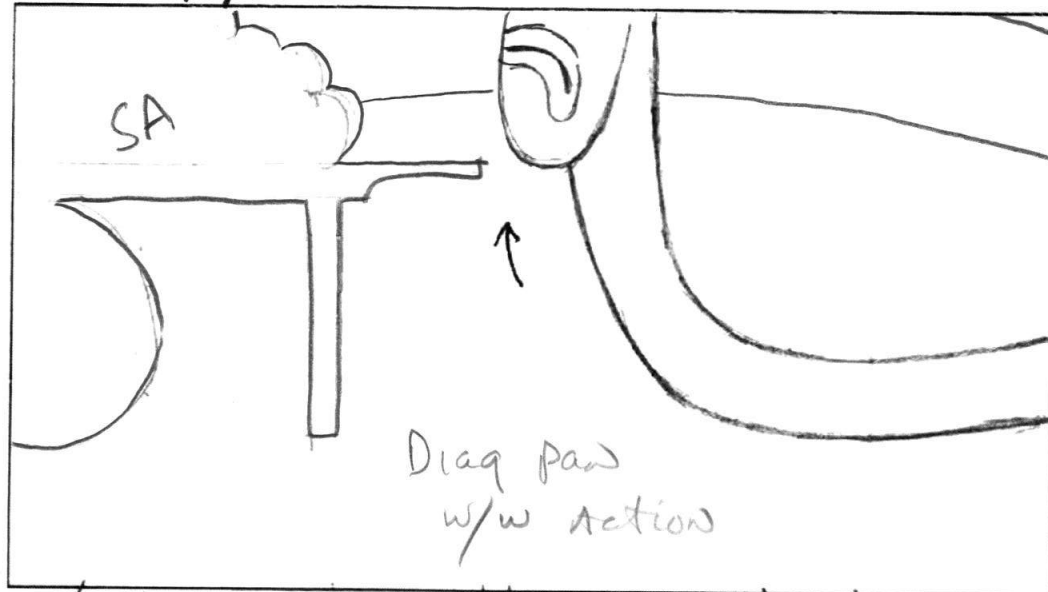
Page 118
NO PG 119
day night

Sc.55 CONT

Pnl.B

Bg.

day night



Sc.55 CONT

Pnl.C

Bg.



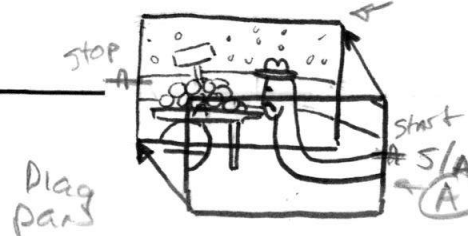
stop
A
Diag
pan
EPISODE #

Dialog:

Action: - HOLD ON BLUE NOSE W. ORANGES AND SLEEPING BEE.
- WE CAN'T TELL IF BLUE NOSE IS AWARE OF THE BEE OR NOT.

Timing:

CAMADJ: S/A ©



DEC 13 2015

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Hy
cut

Page 120

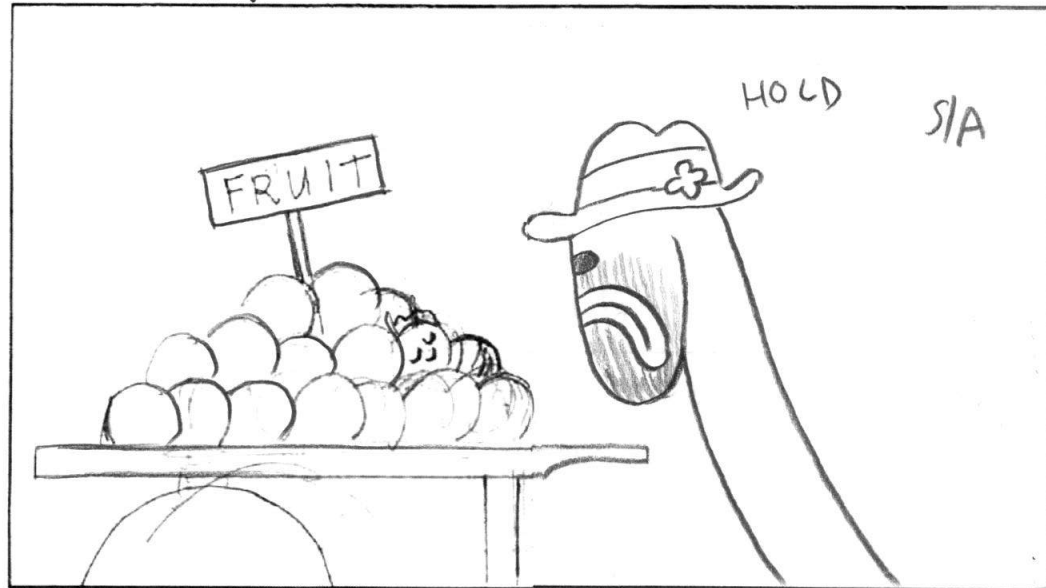
Hy
cut

Sc. 55 CONT

Pnl. D

Bg.

day night

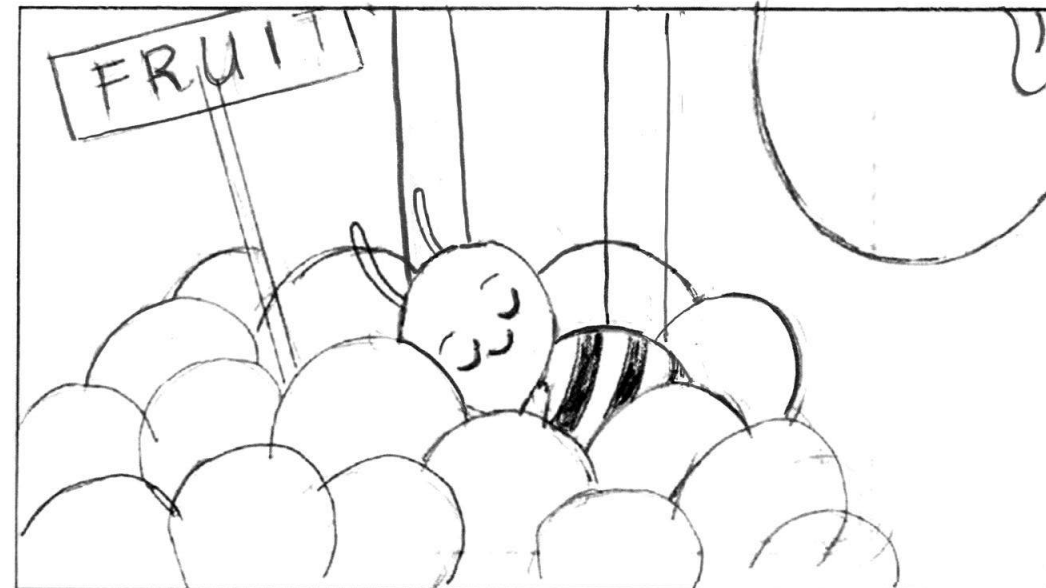


Sc. 56

Pnl. A

Bg.

day night



Dialog:

Action:

HOLD POSE OF BLUE NOSE LOOKING AT SLEEPING BABY.

CLOSE ON SLEEPING BABY/MARIONETTE

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

HY CUT

ADVENTURE TIME



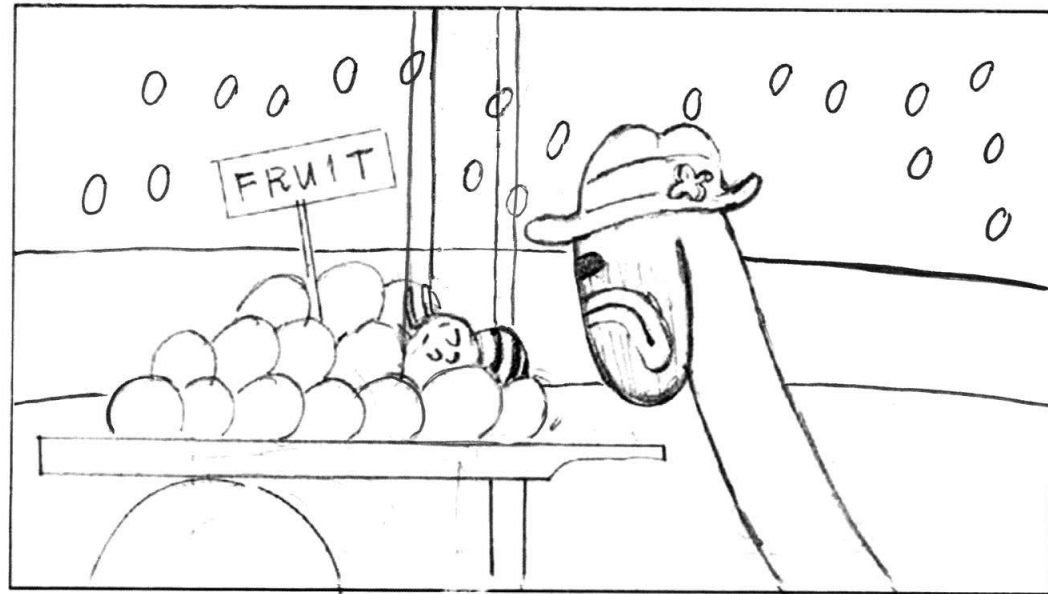
Page 121

Sc. 57

Pnl. A

Bg.

day night

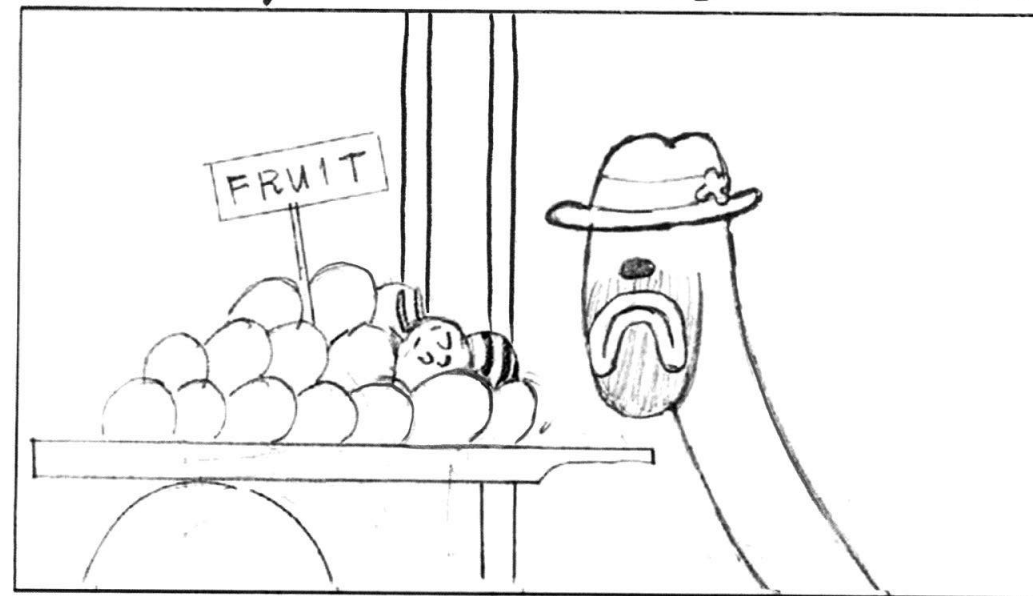


Sc. 57 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CUT BACK TO BLUE NOSE LOOKING AT SLEEPING BABY.

BLUE NOSE LOOKS AT CAMERA.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



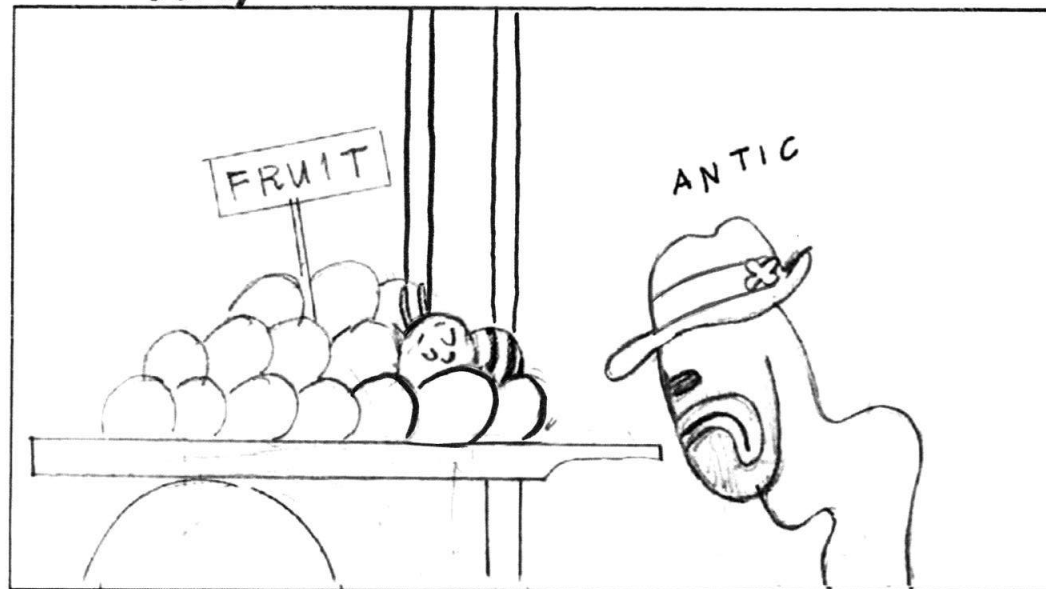
Page 122

Sc. 57 *CONT*

Pnl. C

Bg.

day night

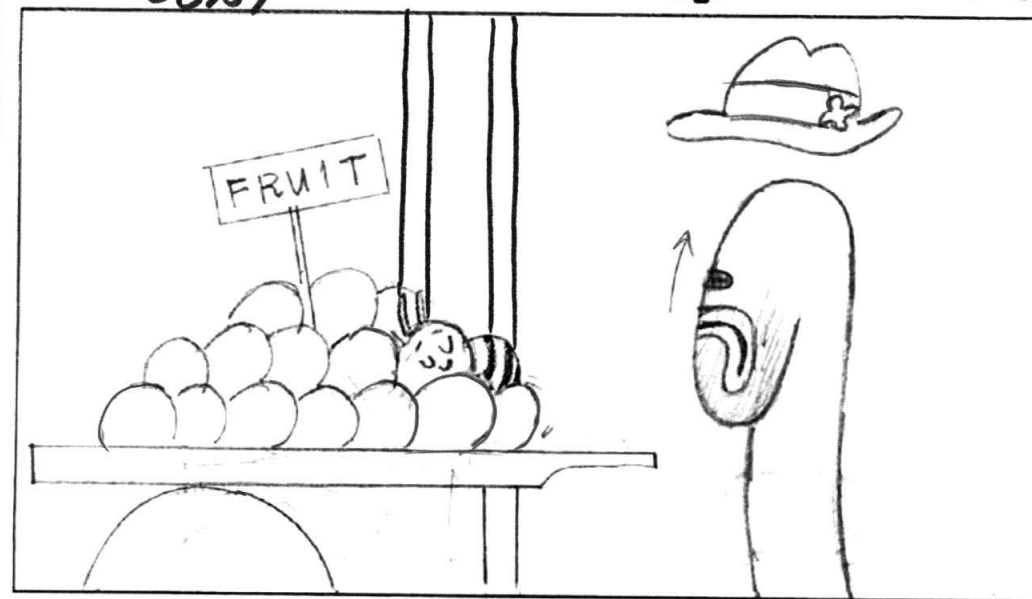


Sc. 57 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action: ANTIC. 'TAKE'.

- BLUE NOSE DOES A LAME 'TAKE'.

- HWT FLIES OFF HEAD.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

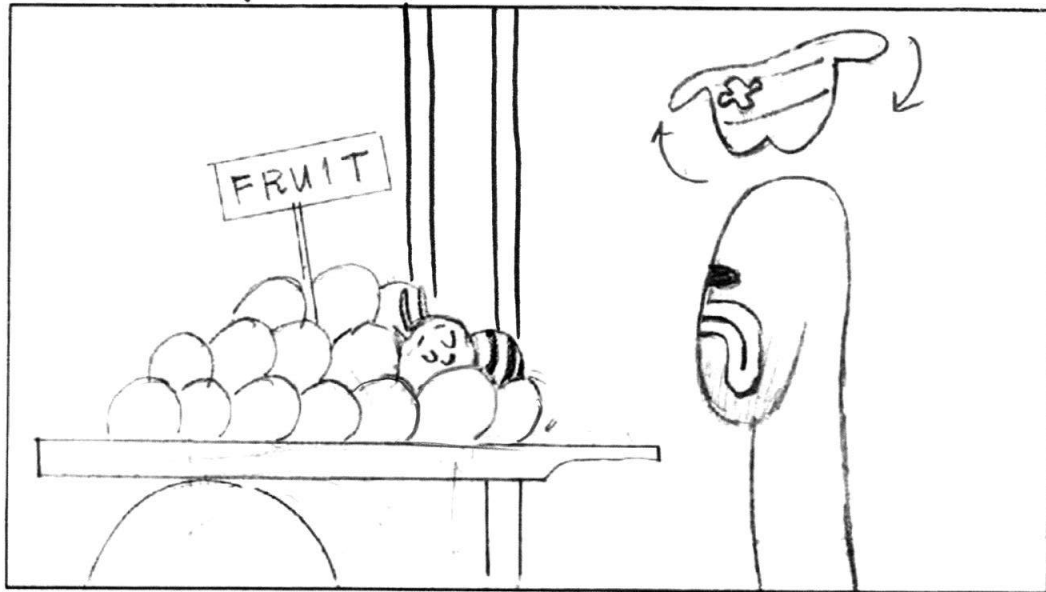
1025/162

ADVENTURE TIME

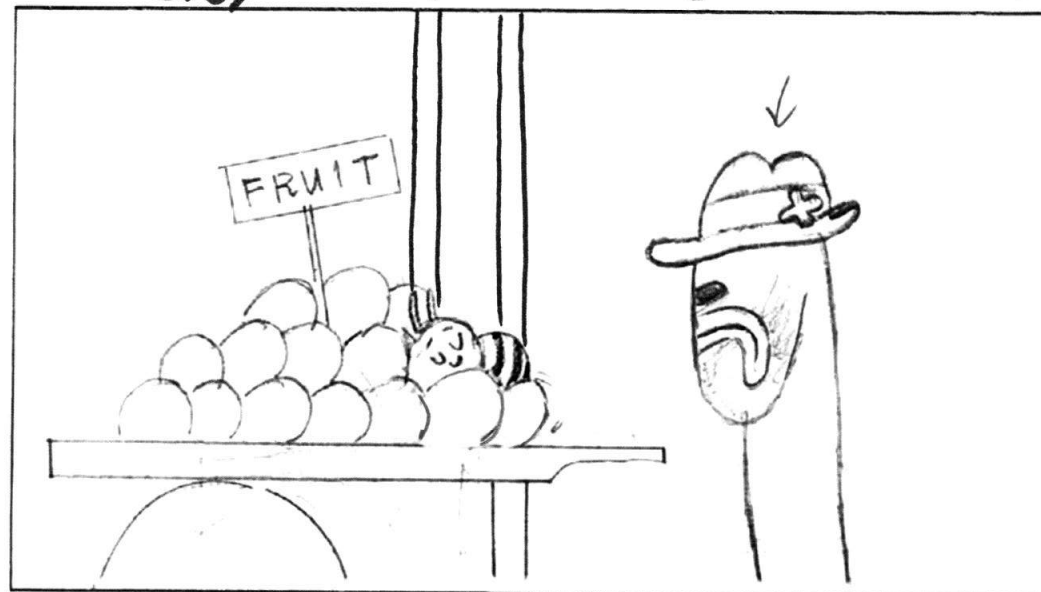


Page **123**

Sc. 57 *CONT* Pnl. E Bg. day night



Sc. 57 *CONT* Pnl. F Bg. day night



Dialog:

Action:

-HAT

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



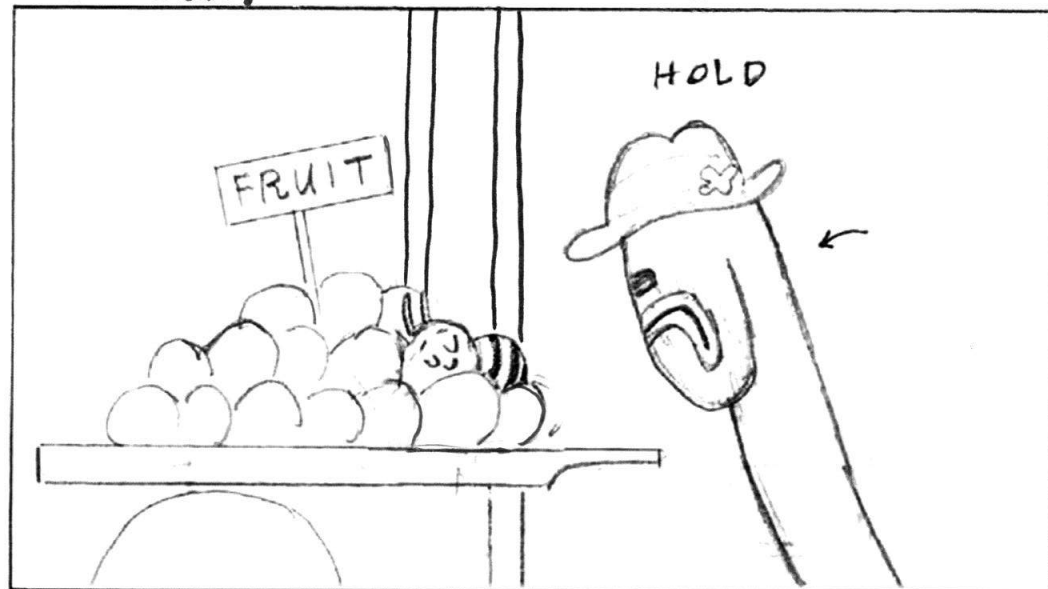
Page **124**

Sc. 57 *CONT*

Pnl. G

Bg.

day night

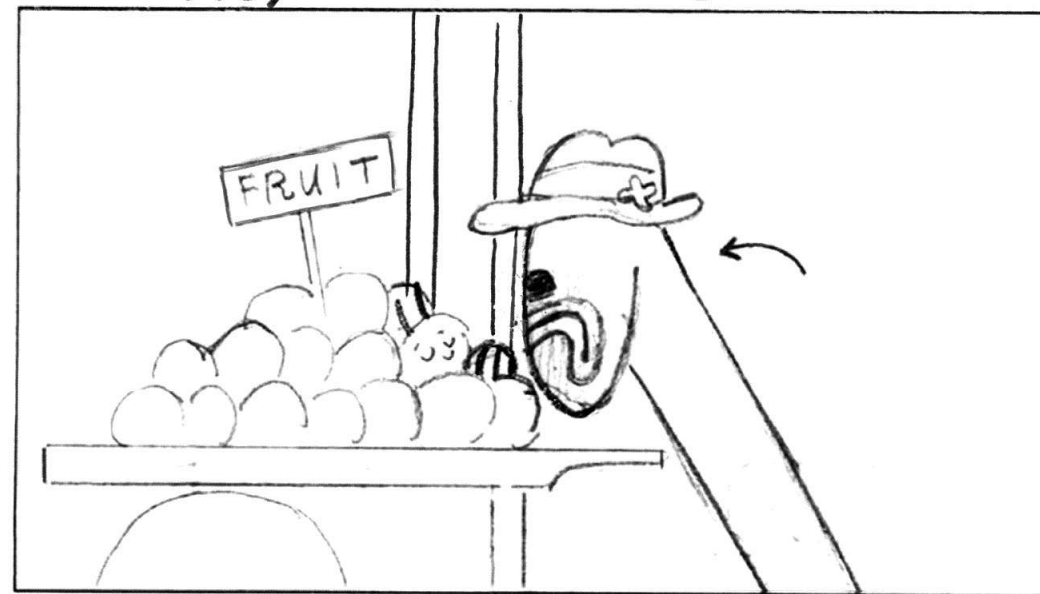


Sc. 57 *CONT*

Pnl. H

Bg.

day night



Dialog:

Action: BLUE NOSE LEANS TOWARD SLEEPING BABY AGAIN.

BLUE NOSE GOES INTO A GENTLE NUDGE OF THE SLEEPING BABY.

Timing:

DEC 10 2013

EPISODE #

Production :

1025/162

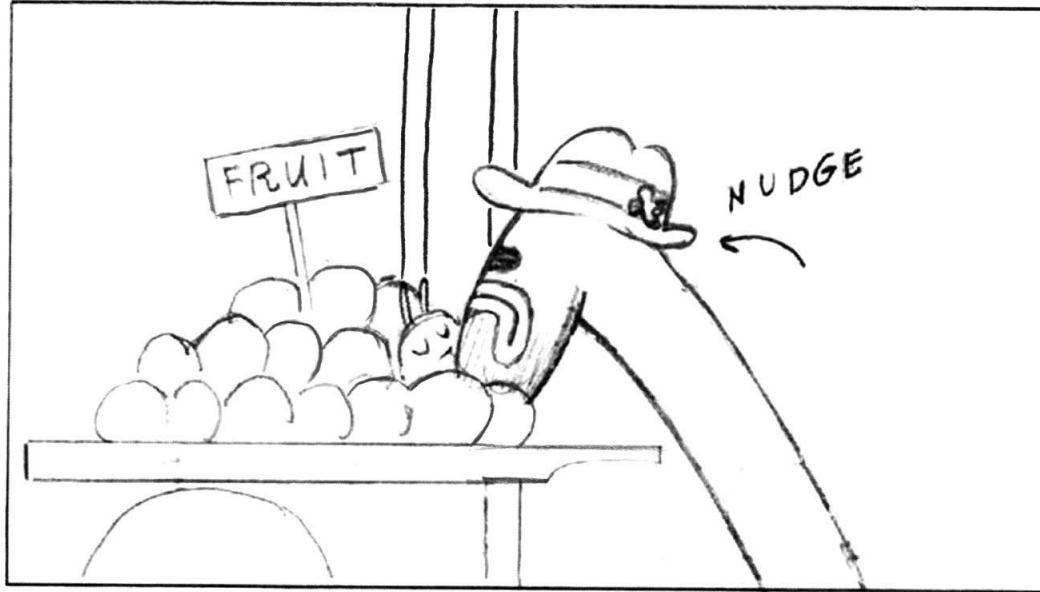
1025/162

ADVENTURE TIME



Page 125

Sc. 57 *cont* Pnl. I Bg. day night



Sc. 57 *cont* Pnl. J Bg. day night



Hand Cut

EPISODE #

Production :

Dialog:	
Action:	BLUE NOSE NUDGES THE SLEEPING BABY.
	RECOVER FROM NUDGE.
Timing:	DEC 13 2013

1025/162

1025/162

1025/162

Ho
Cut

ADVENTURE TIME



Page 126

Sc. 58

Pnl. A

Bg.

day night

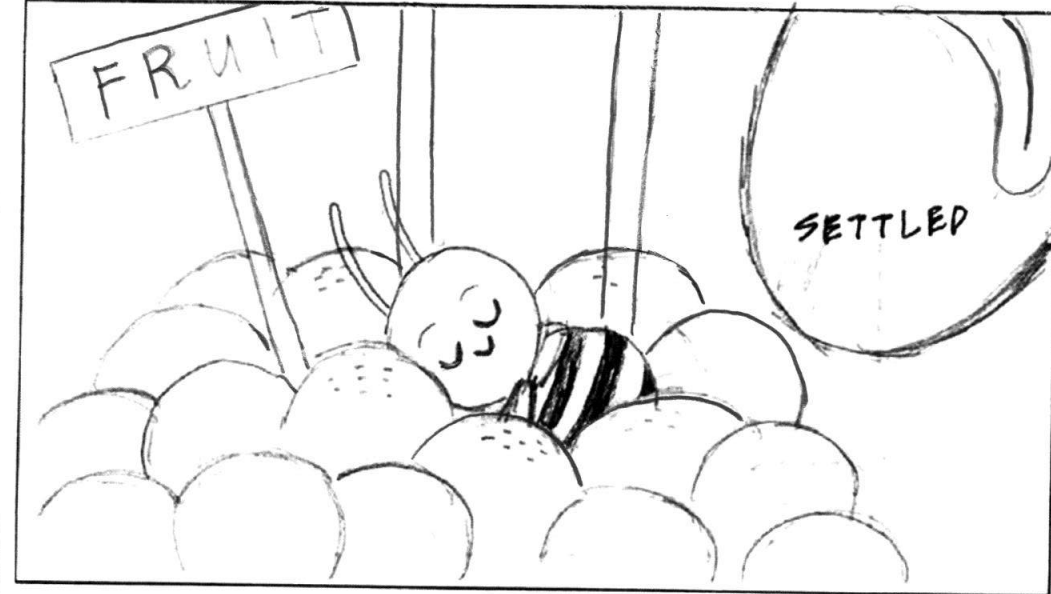


Sc. 58 *cont*

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE ON BABY AGAIN. (THE BABY IS A PUPPET HELD BY THIN STRINGS.)

DEC 13 2000

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



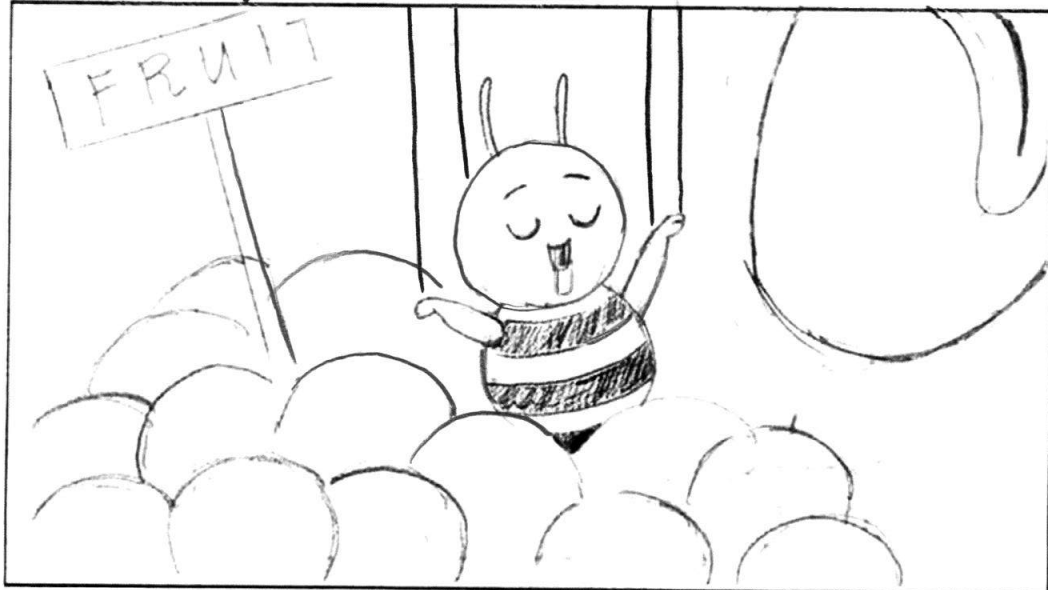
Page 127

Sc. 58 CONT

Pnl. C

Bg.

day night

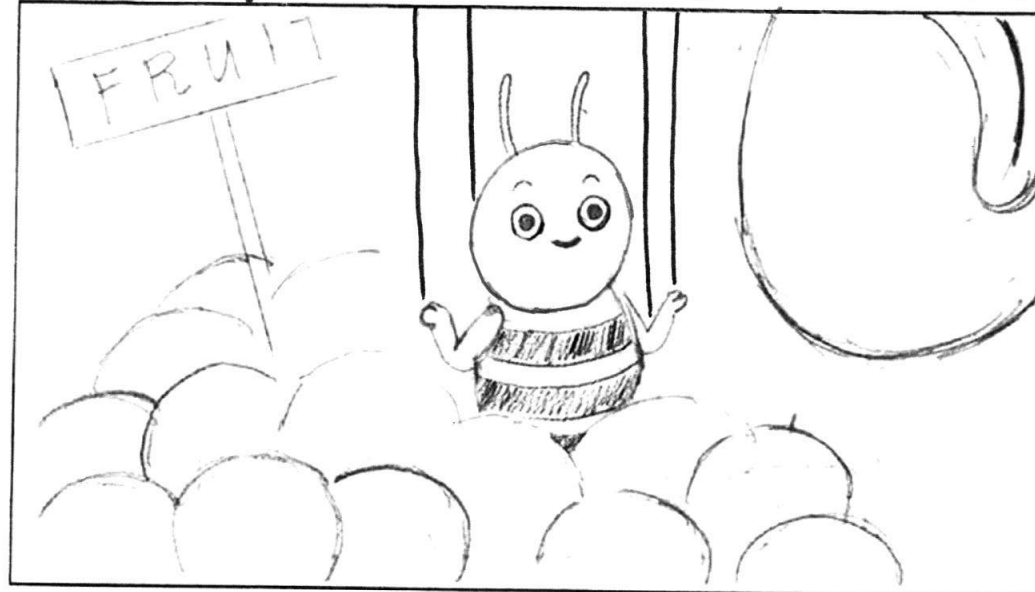


Sc. 58 CONT

Pnl. D

Bg.

day night



Dialog:

Action:

THE BABY WAKES UP.

- BABY'S EYES OPEN (SLIGHTLY OUT OF SYNC
SO IT'S PUPPET-LIKE)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



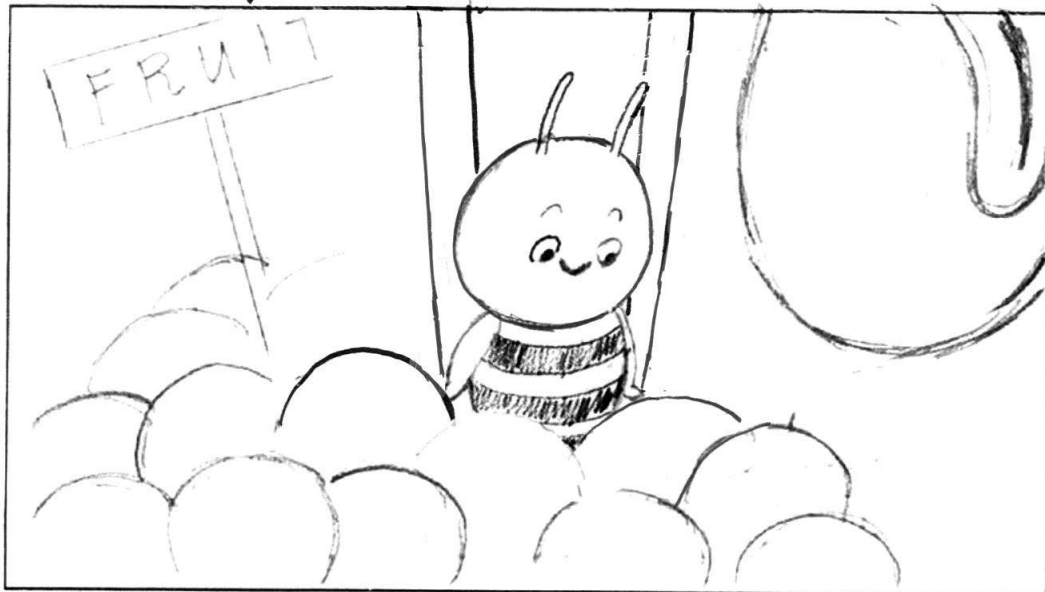
Page 128

Sc. 58 *CONT*

Pnl. E

Bg.

day night

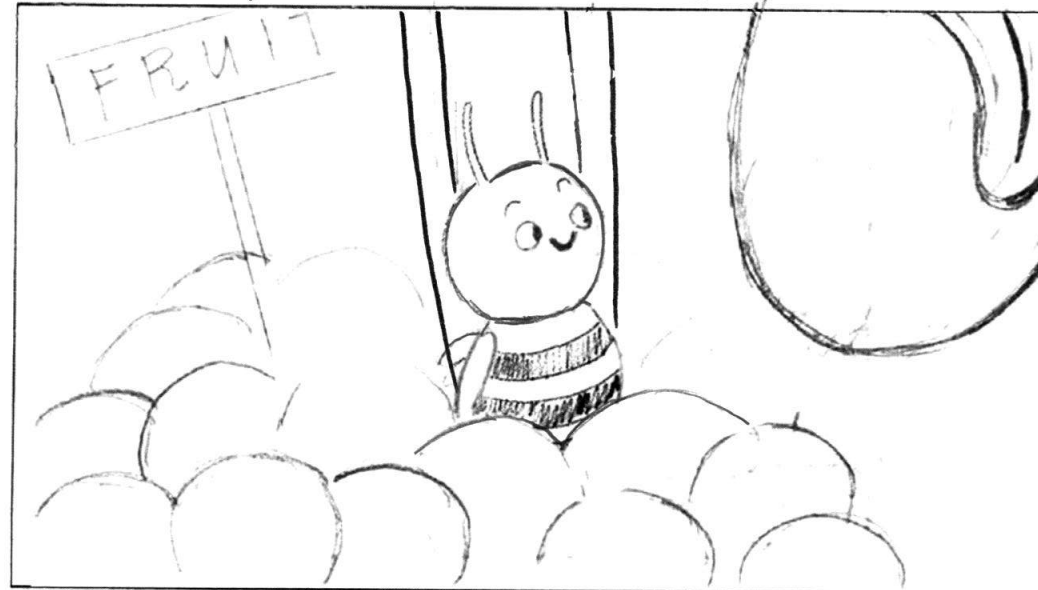


Sc. 58 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action:

-BABY LOOKS DOWN

THE BABY LOOKS UP AT BLUE NOSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



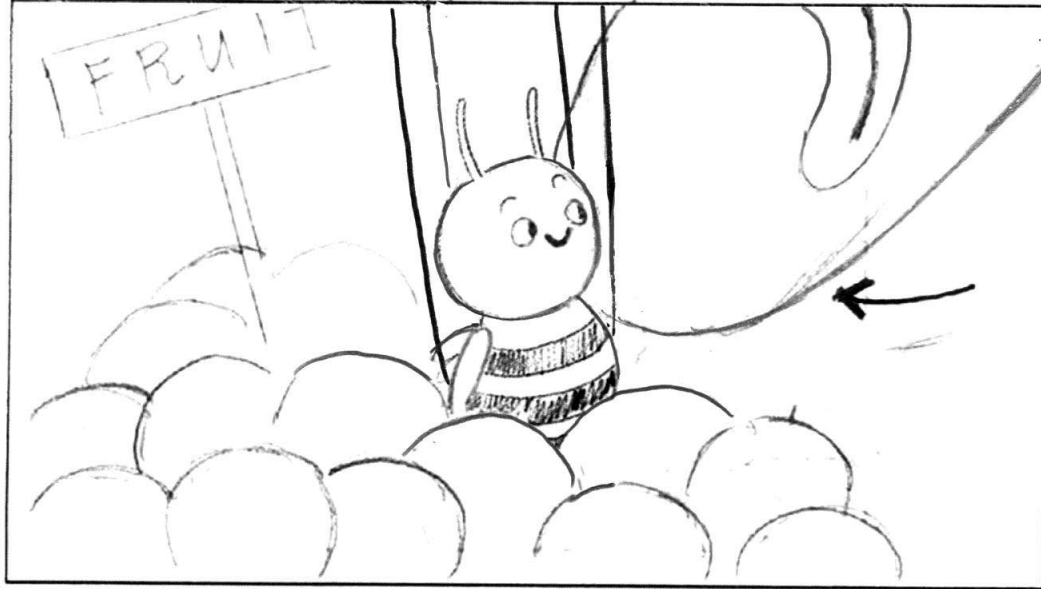
Page 129

Sc. 58 CONT

Pnl. G

Bg.

day night

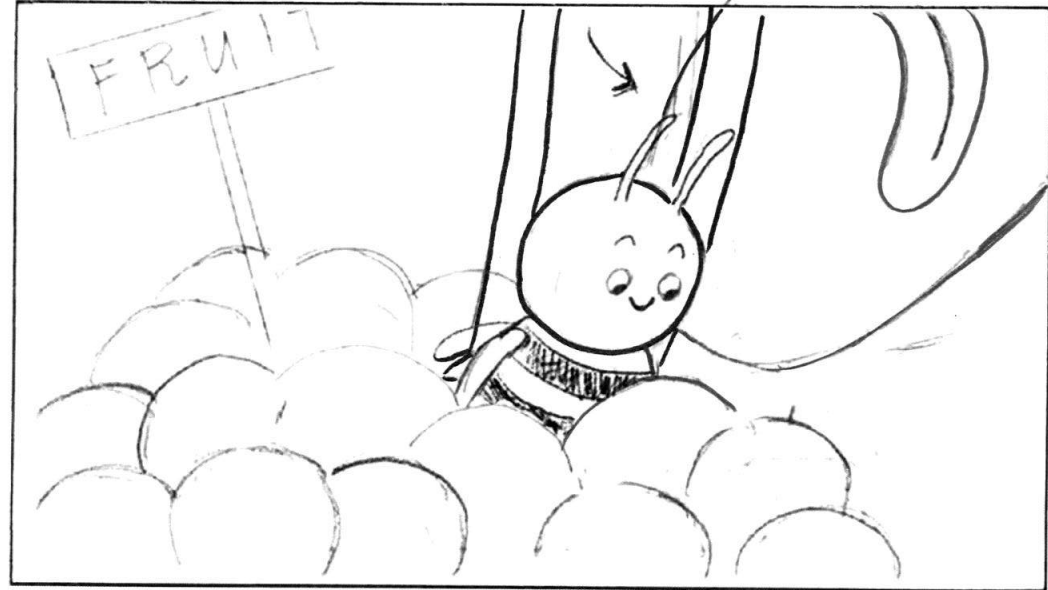


Sc. 58 CONT

Pnl. H

Bg.

day night



Dialog:

Action: BLUE NOSE GENTLY GRABS THE BABY.

INTO LIFTING THE BABY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



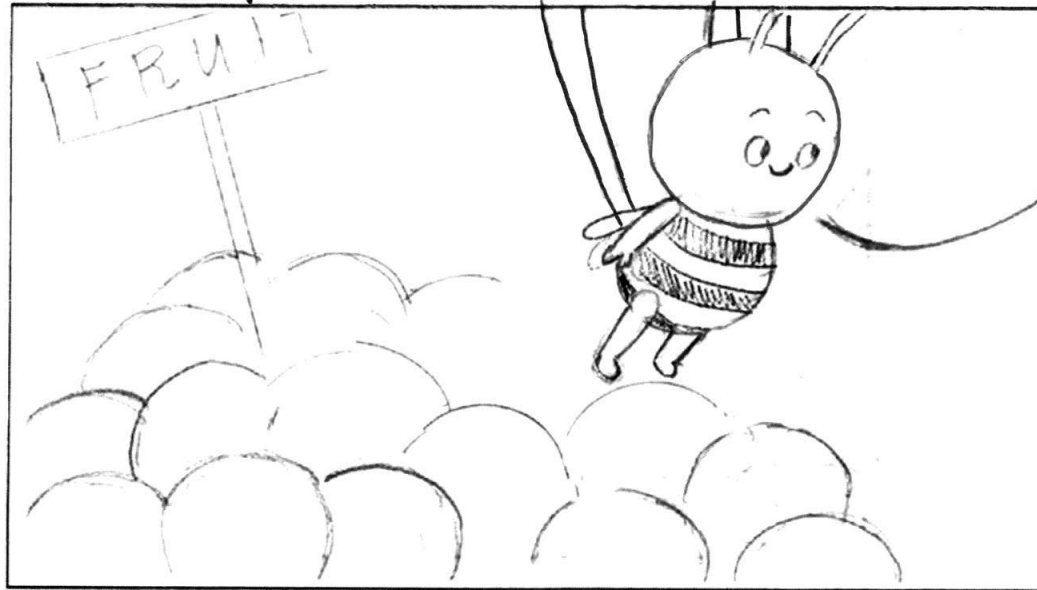
Page 130

Sc. 58 *CONT*

Pnl. I

Bg.

day night

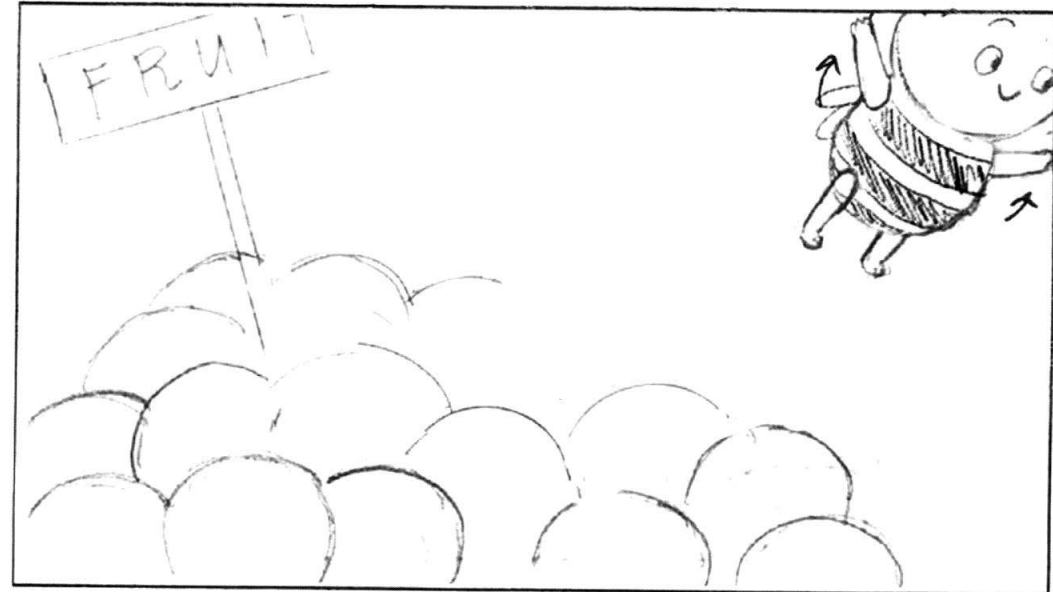


Sc. 58 *CONT*

Pnl. J

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

BLUE NOSE LIFTS THE BABY.

Hook UP →

Timing:

DEC 13 2013

1025/162

1025/162

1025/162

ADVENTURE TIME



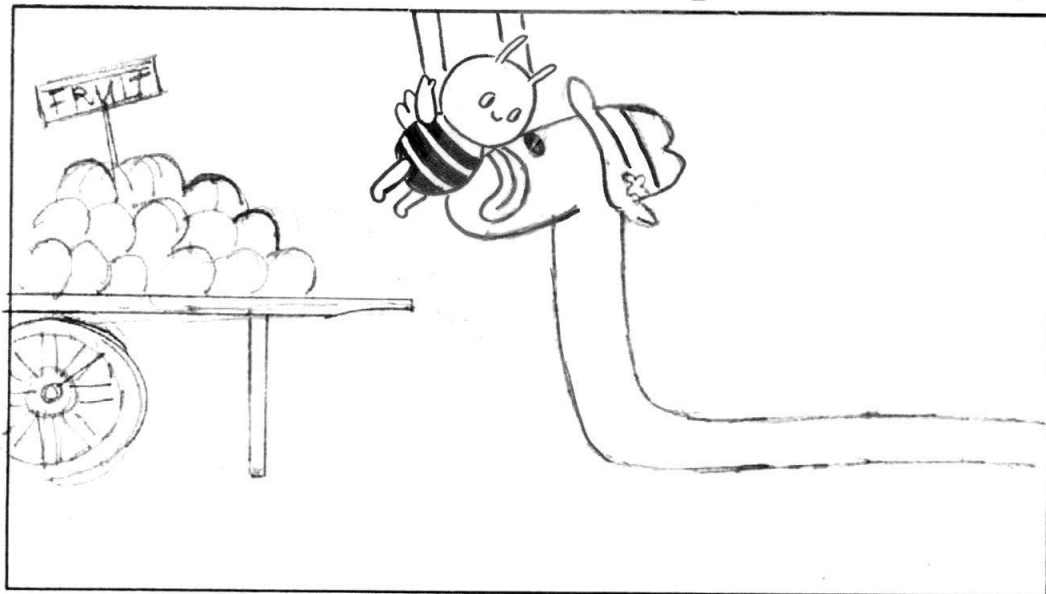
Page 131

Sc. 59

Pnl. A

Bg.

day night

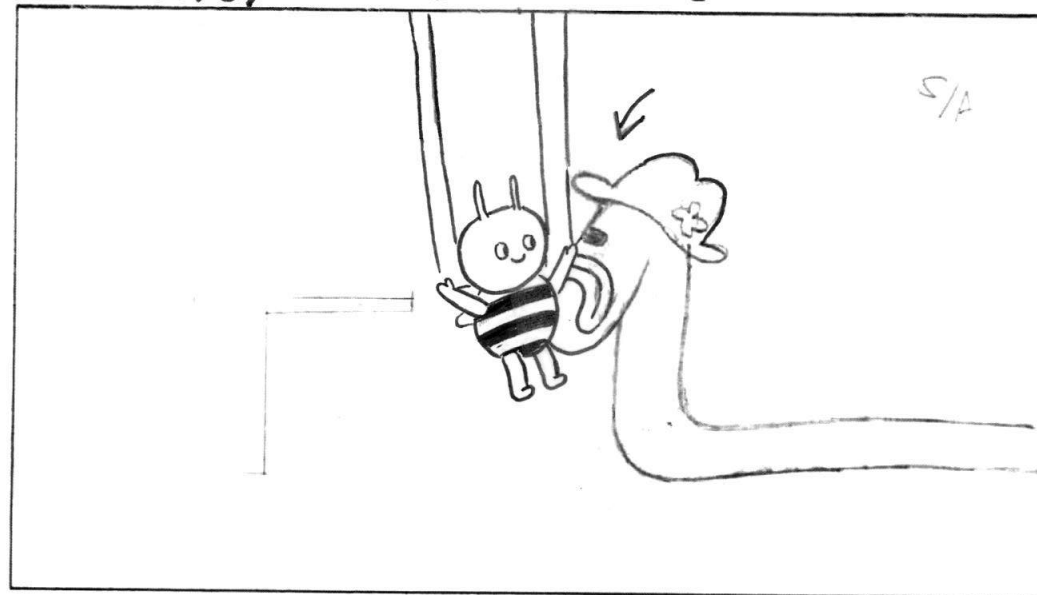


Sc. 59 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

← HOOK UP

WIDE ON BLUE NOSE LIFTING BABY.

BLUE NOSE GENTLY PUTS THE BABY DOWN.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

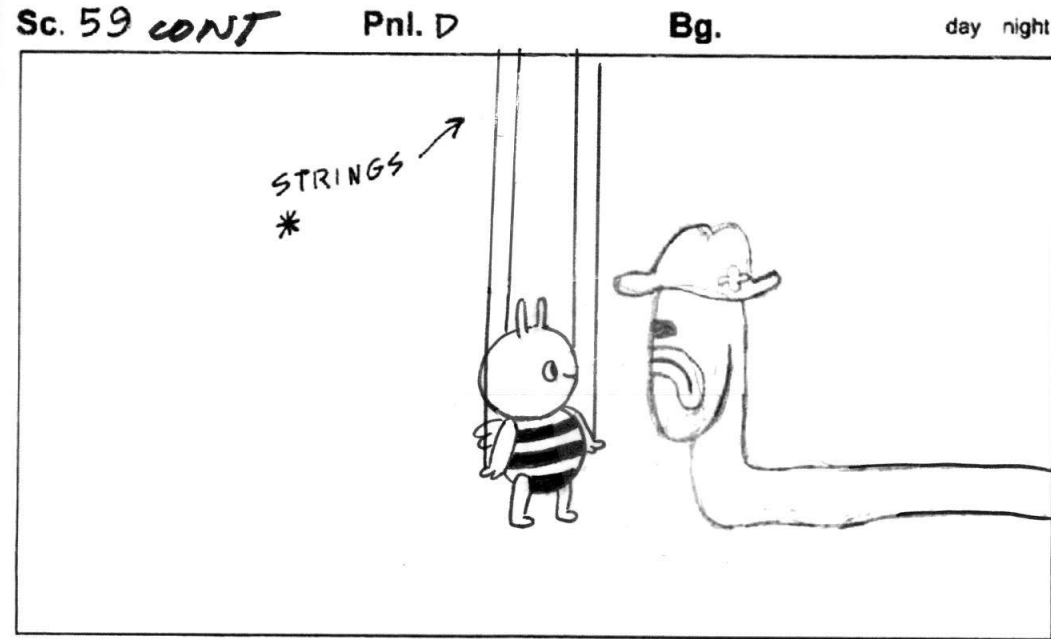
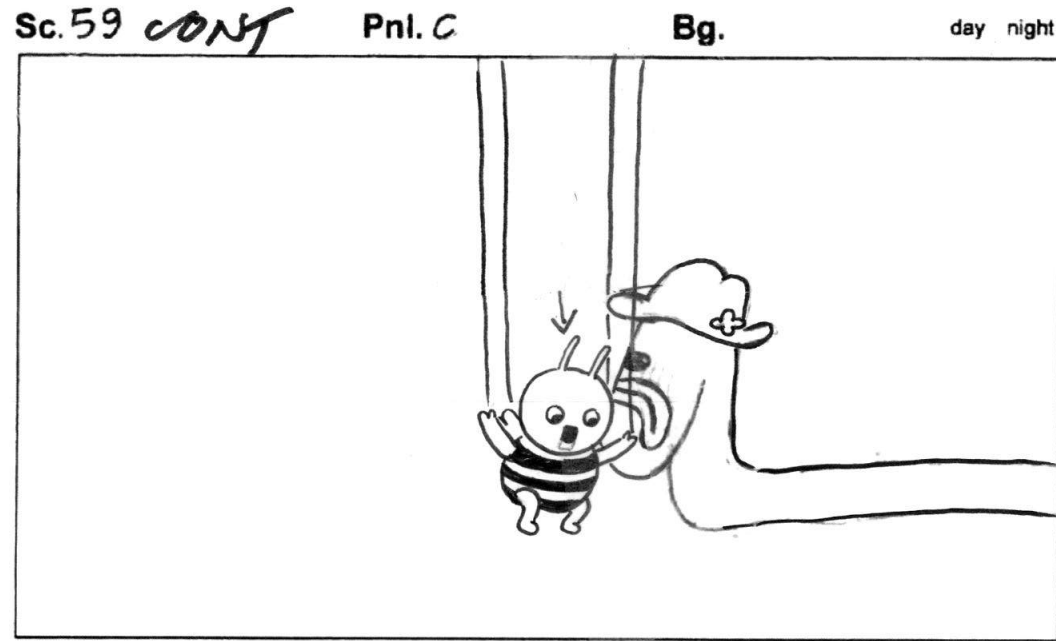
1025/162

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ADVENTURE TIME



Page 132



Dialog:	
Action:	THE BABY LOOKS AT BLUE NOSE. * THE STRINGS CAN KIND OF APPEAR AND DISAPPEAR IN THE LIGHT. ANYWAY IT'S OKAY IF THEY DISAPPEAR
Timing:	IN FRONT OF SOME OF THE B.G. COLORS.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



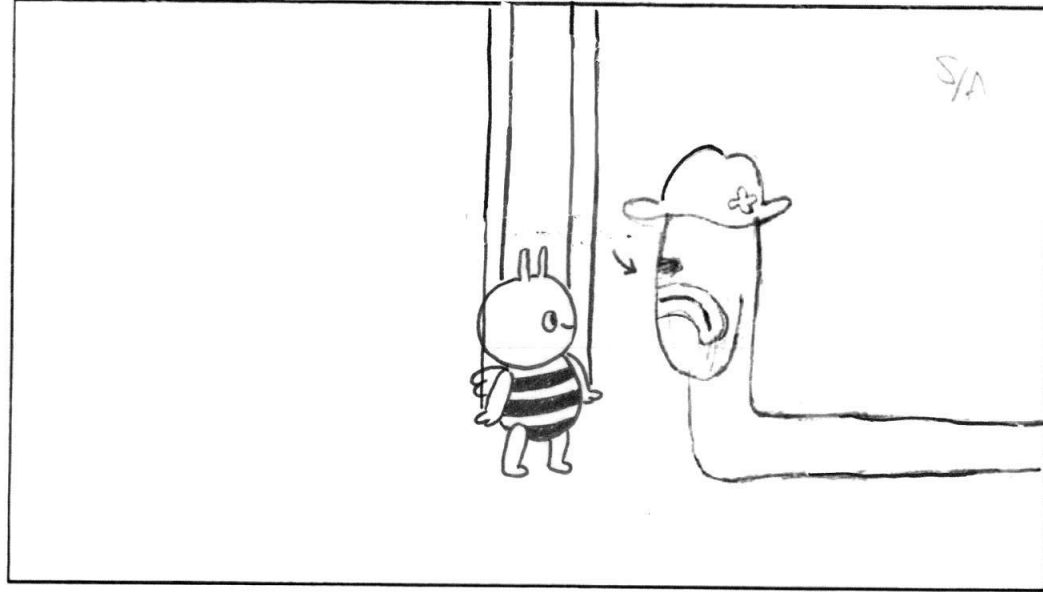
Page 133

Sc. 59 *CONT*

Pnl. E

Bg.

day night

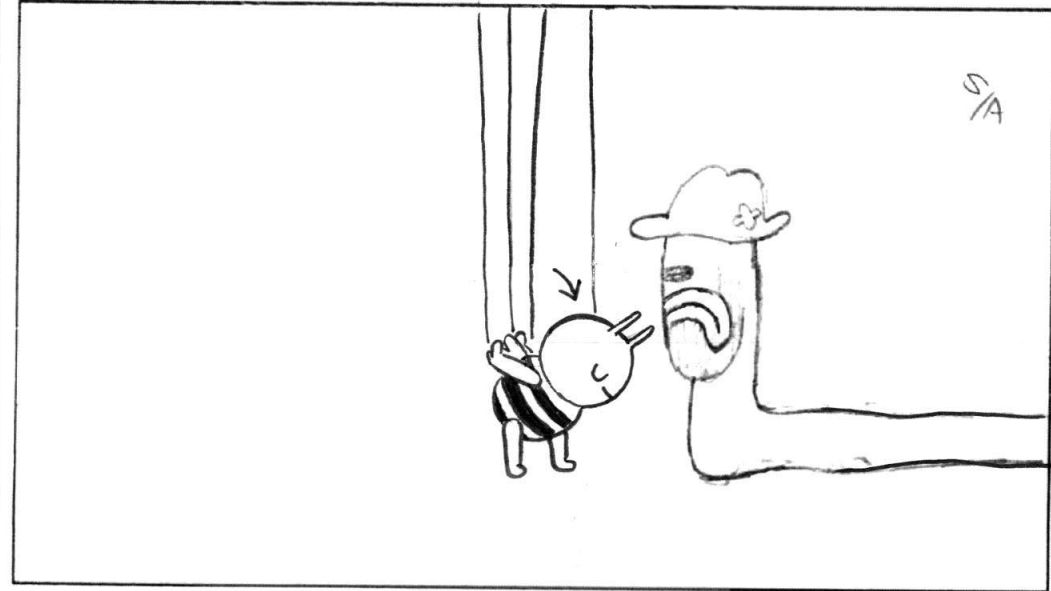


Sc. 59 *CONT*

Pnl. F

Bg.

day night



EPISODE #

Dialog:

Action: SHIFT BLUE NOSE A BIT.

THE BABY BOWS TO BLUE NOSE.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



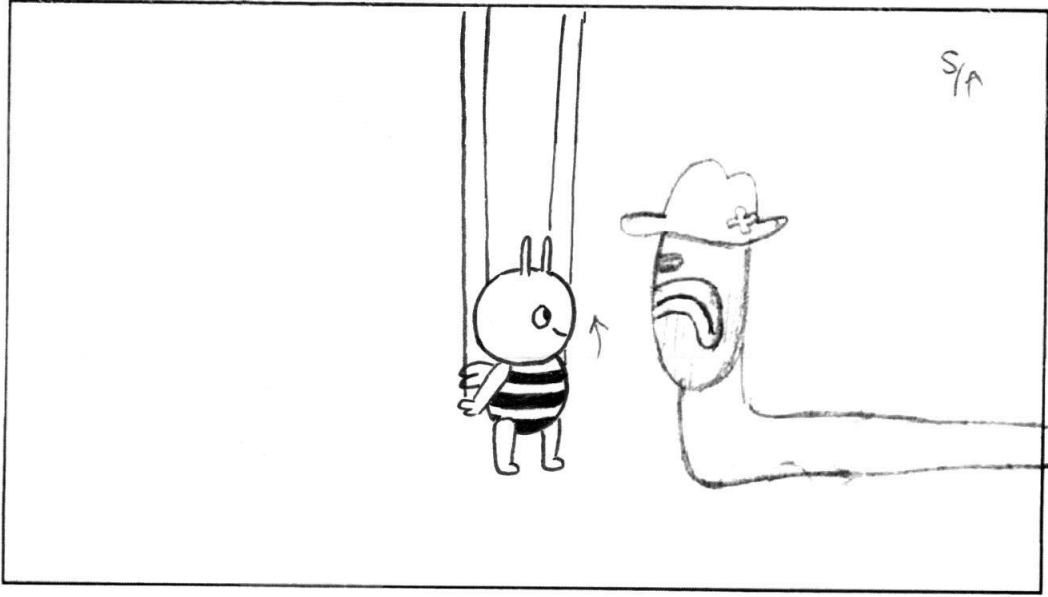
Page 134

Sc. 59 CONT

Pnl. G

Bg.

day night

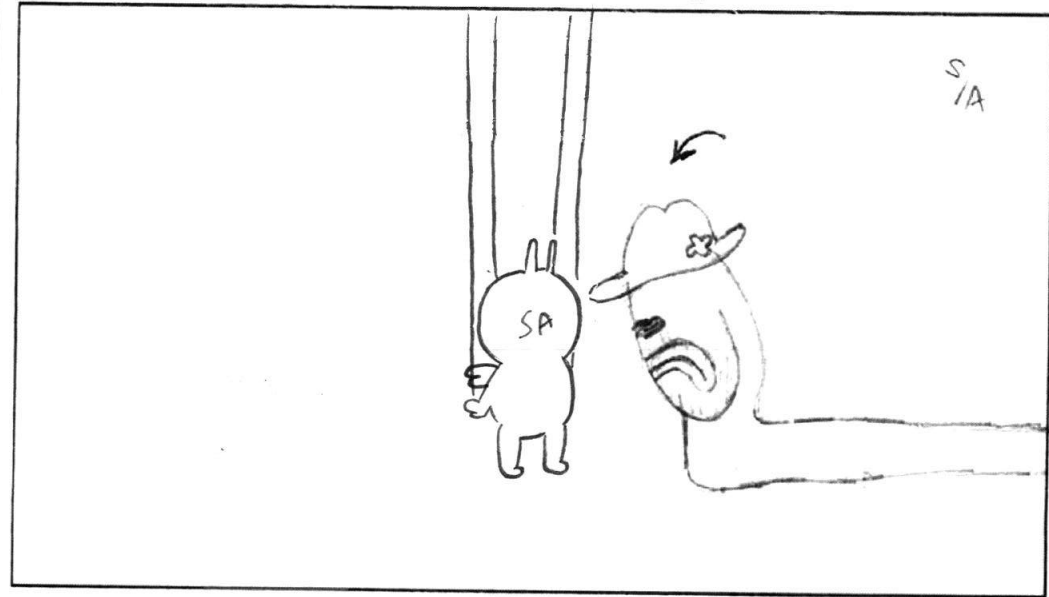


Sc. 59 CONT

Pnl. H

Bg.

day night



Dialog:

Action:

RECOVER BABY.

BLUE NOSE BOWS TO THE BABY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME



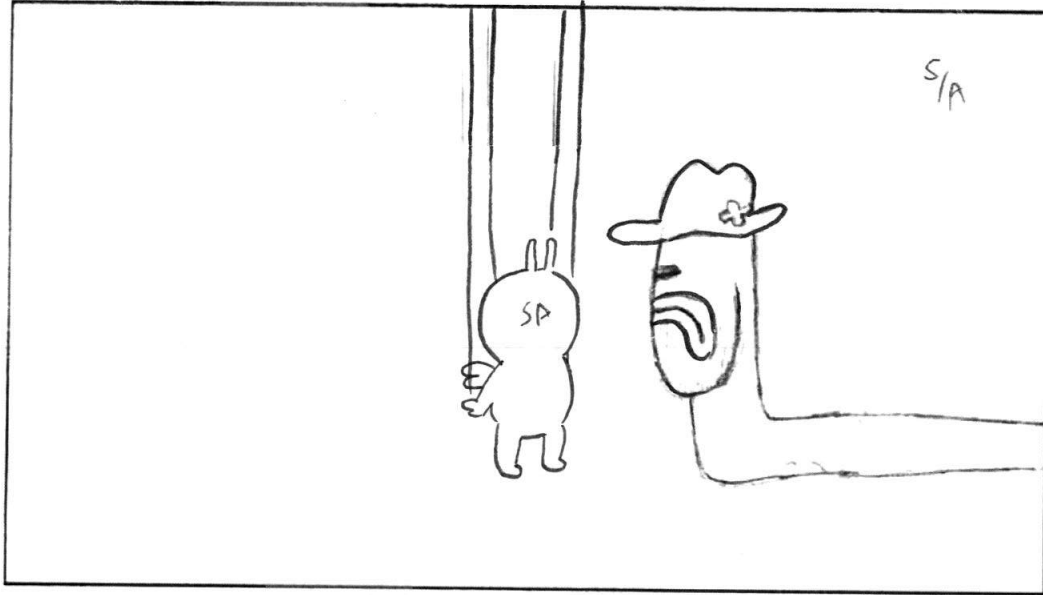
Page 135

Sc. 59 *CONT*

Pnl. I

Bg.

day night

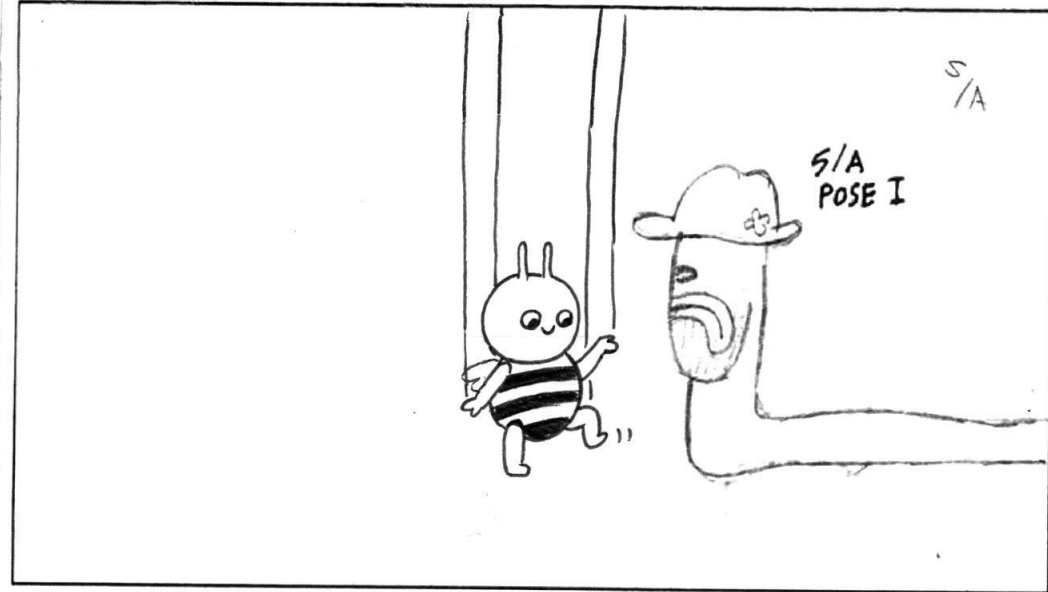


Sc. 59 *CONT*

Pnl. J

Bg.

day night



Dialog:

Action: RECOVER BLUE NOSE.

BABY ANTIC. DANCE STEP.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



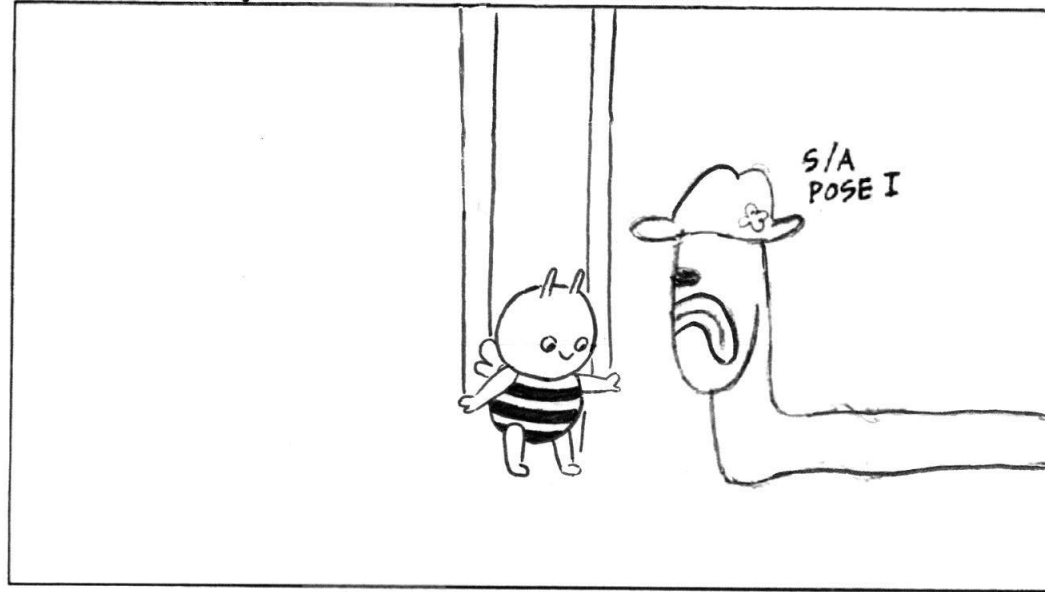
Page 136

Sc. 59 CONT

Pnl. K

Bg.

day night

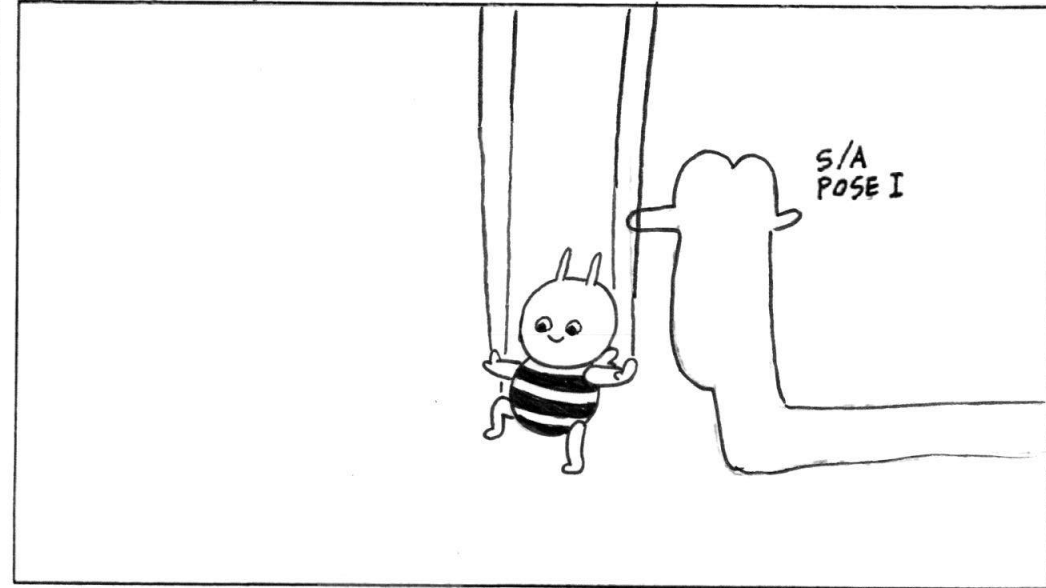


Sc. 59 CONT

Pnl. L

Bg.

day night



Dialog:

Action:

BABY TAKES FIRST DANCE STEP.

BABY INTO NEXT DANCE STEP

THE DANCE SHOULD BE LIKE A MINUET, DELICATE BUT BOUNCY. THE BABY IS VERY LIGHT-WEIGHT, MOVED

Timing:

BY STRINGS.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



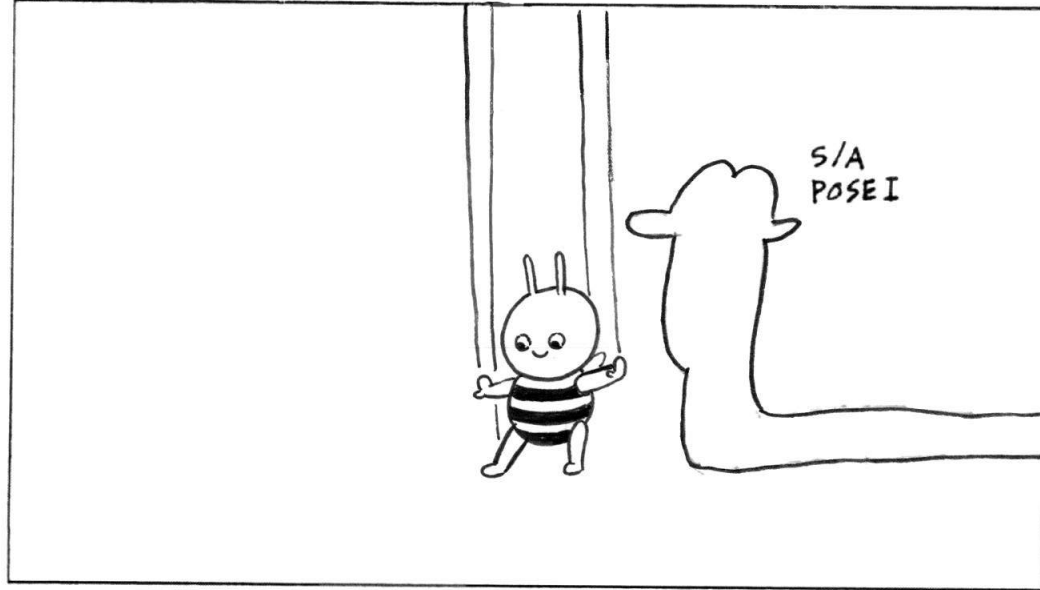
Page 137

Sc. 59 *CONT*

Pnl. *M*

Bg.

day night

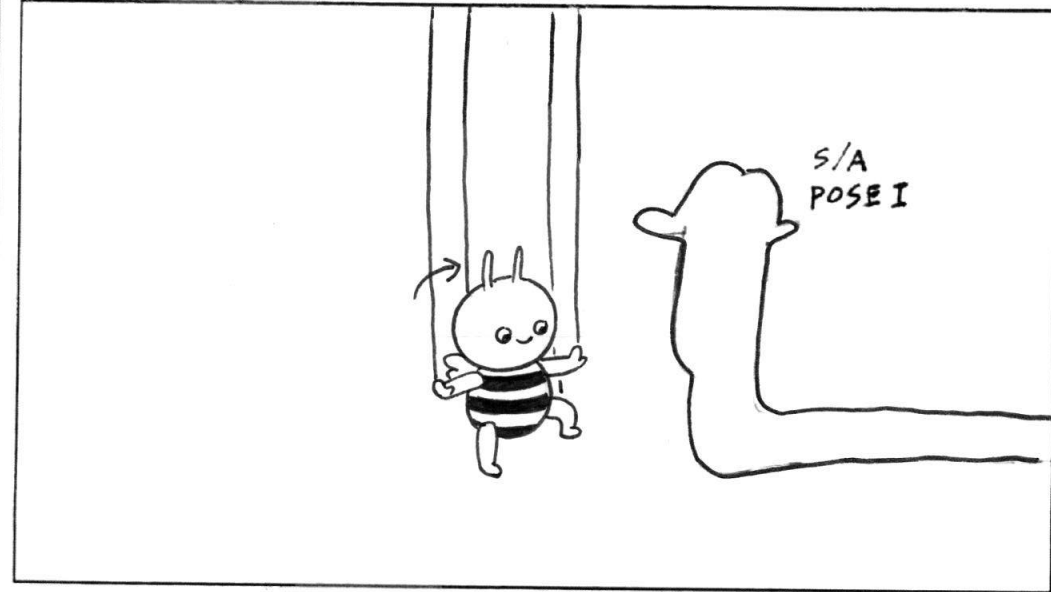


Sc. 59 *CONT*

Pnl. *N*

Bg.

day night



Dialog:

Action: CONT. BABY DANCING A MINUET TO THE
MELANCHOLY MUSIC. (THE VICTROLA IS
STILL PLAYING.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



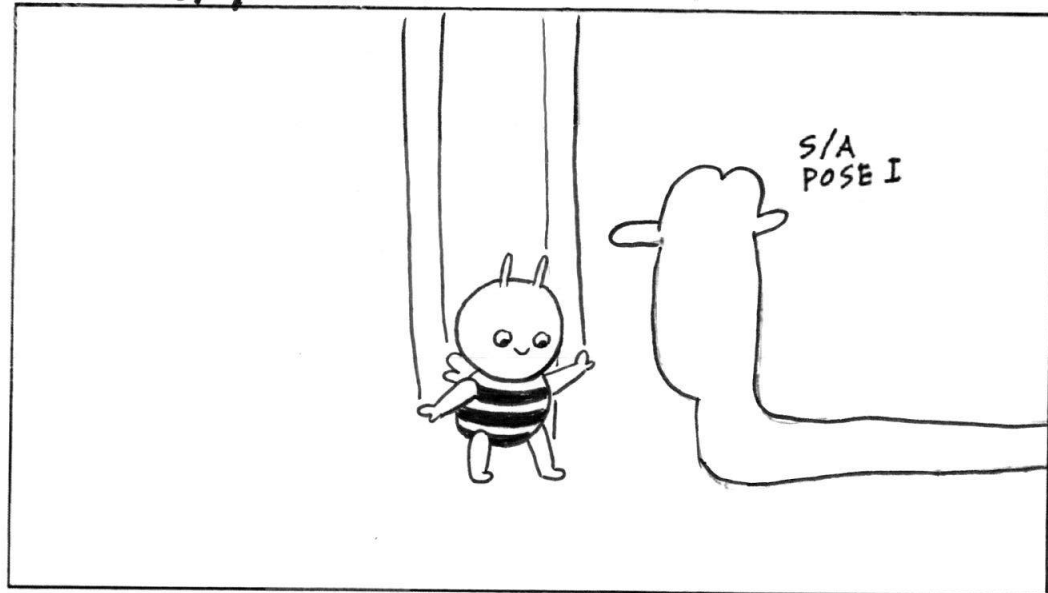
Page 138

Sc. 59 *CONT*

Pnl. 0

Bg.

day night

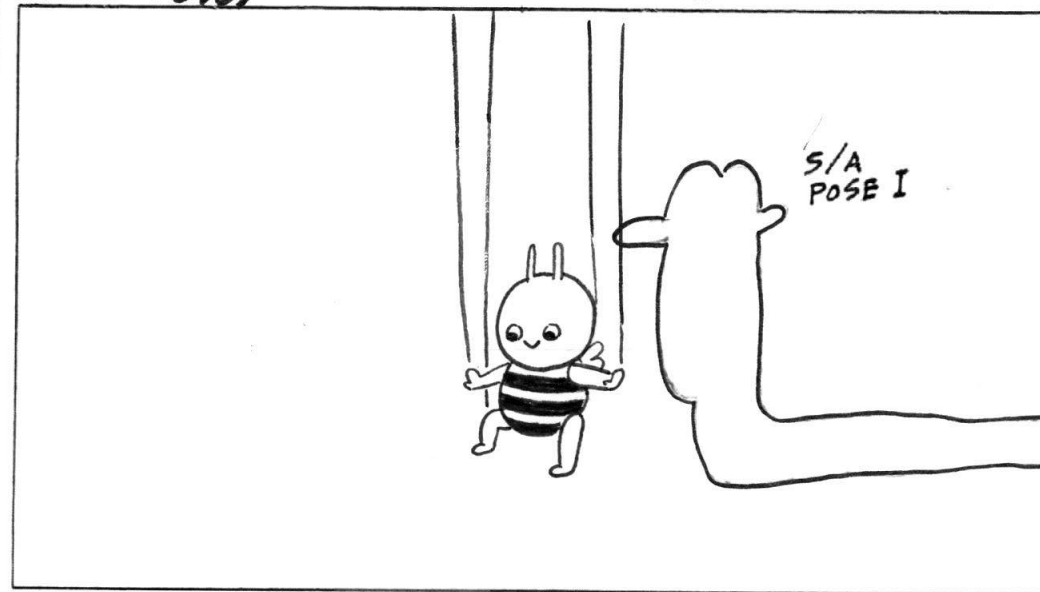


Sc. 59 *CONT*

Pnl. P

Bg.

day night



Dialog:

Action:

Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



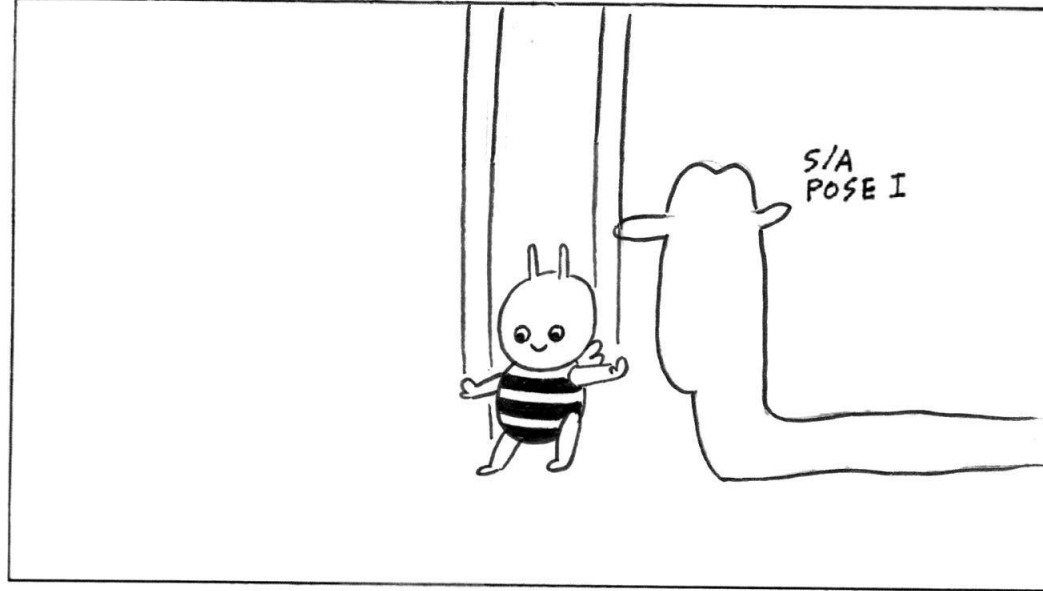
Page 139

Sc. 59 *CONT*

Pnl. Q

Bg.

day night

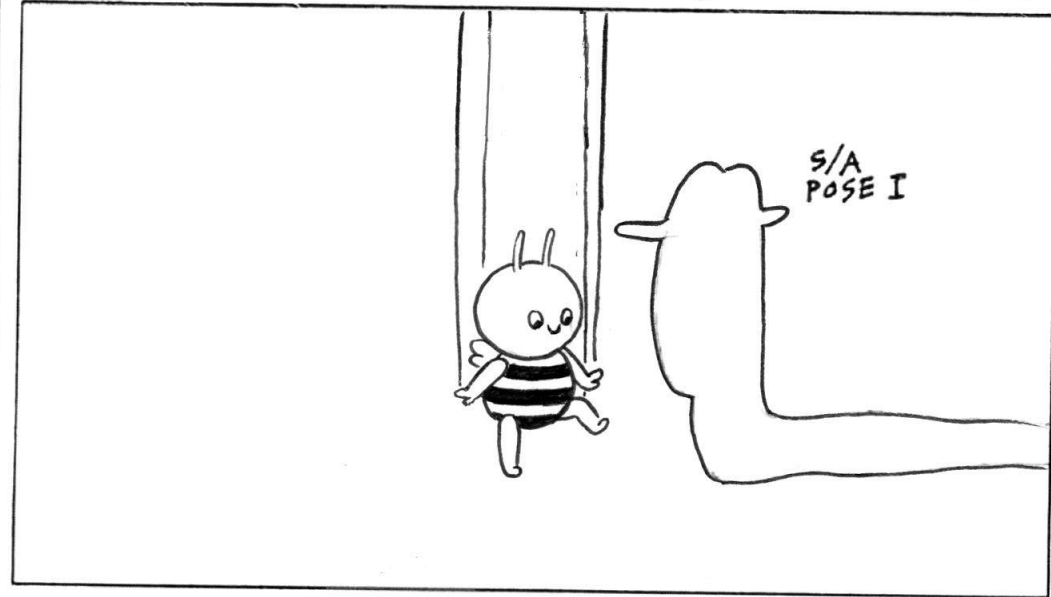


Sc. 59 *CONT*

Pnl. R

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



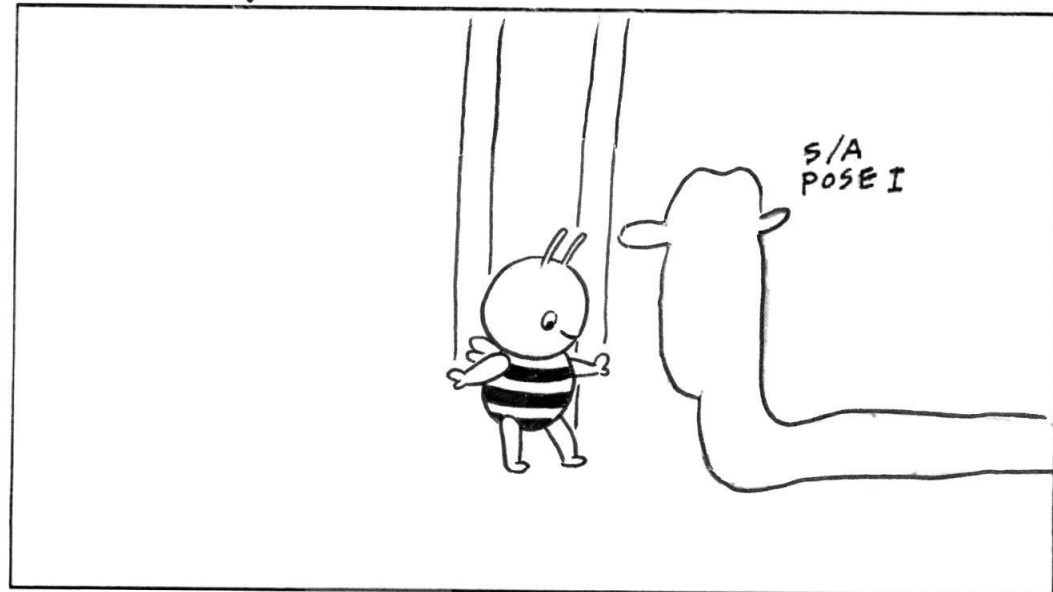
Page 140

Sc. 59 *cont*

Pnl. S

Bg.

day night

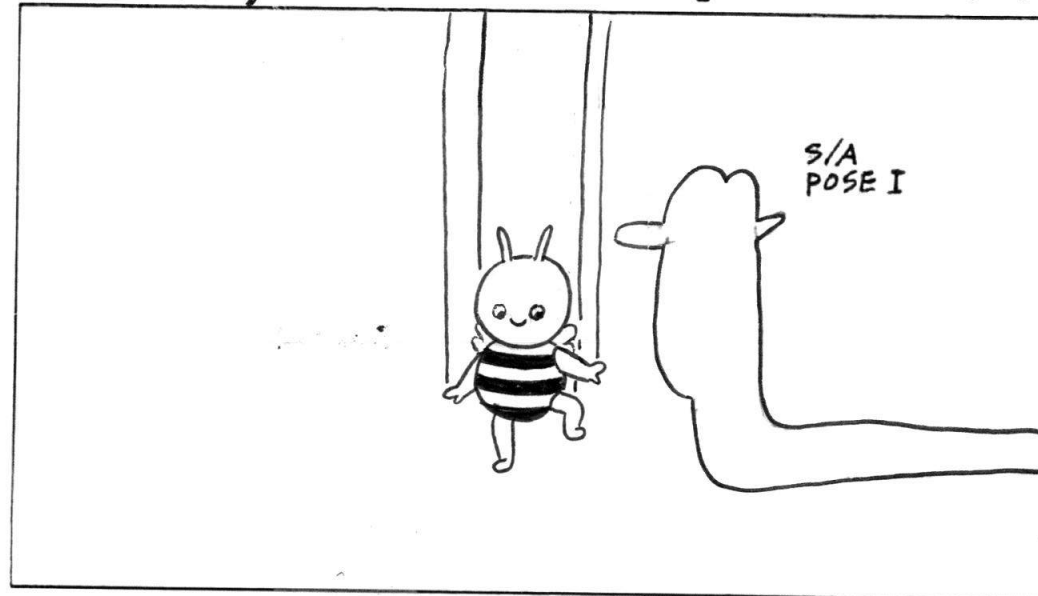


Sc. 59 *cont*

Pnl. T

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

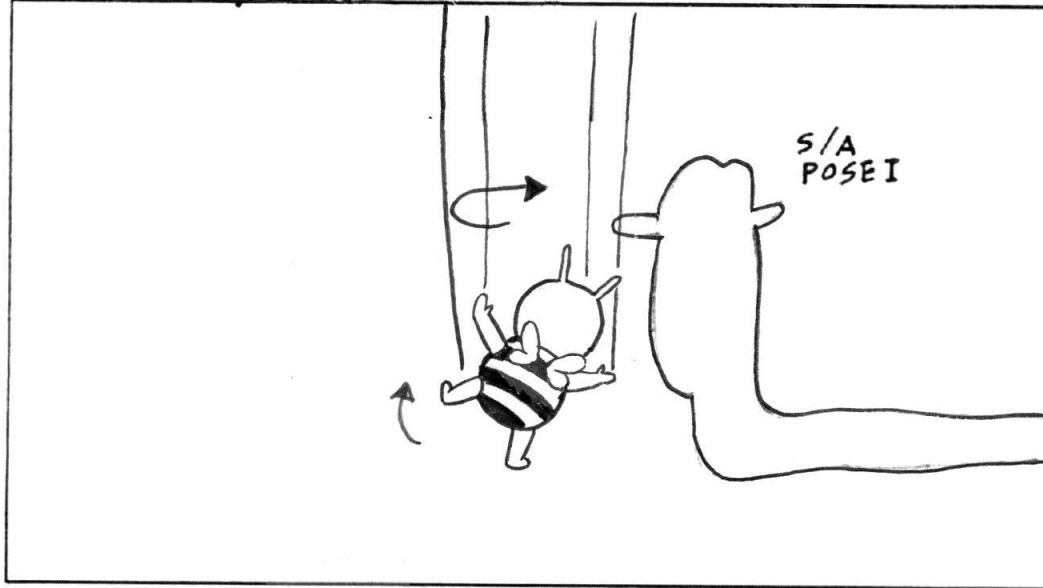
1025/162

ADVENTURE TIME

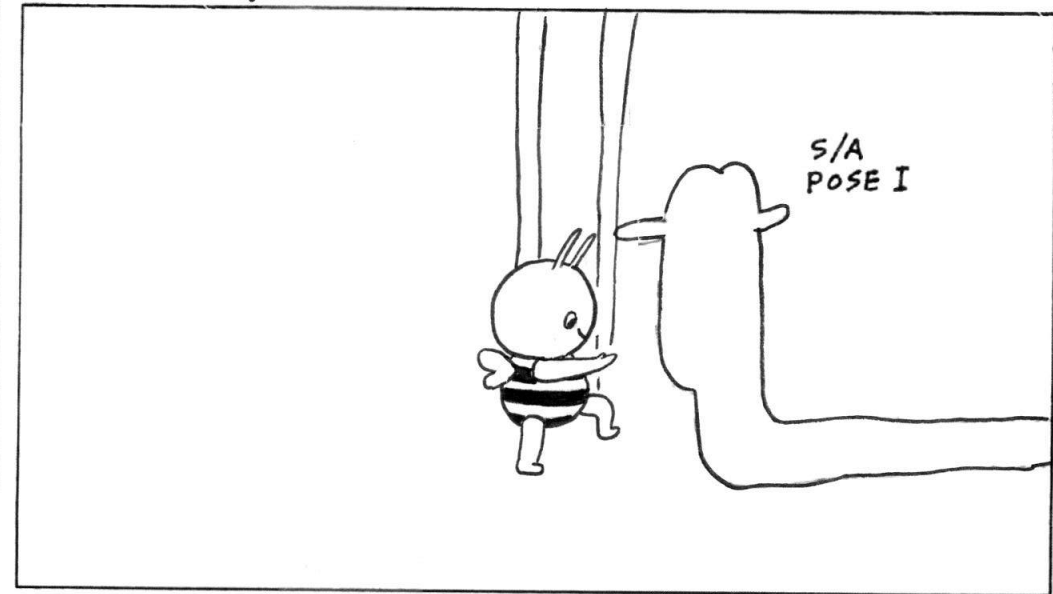


Page 141

Sc. 59 *CONT* Pnl. U Bg. day night



Sc. 59 *CONT* Pnl. V Bg. day night



Dialog:

Action:

- BABY MAROONETTE TURNS IN CIRCLE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



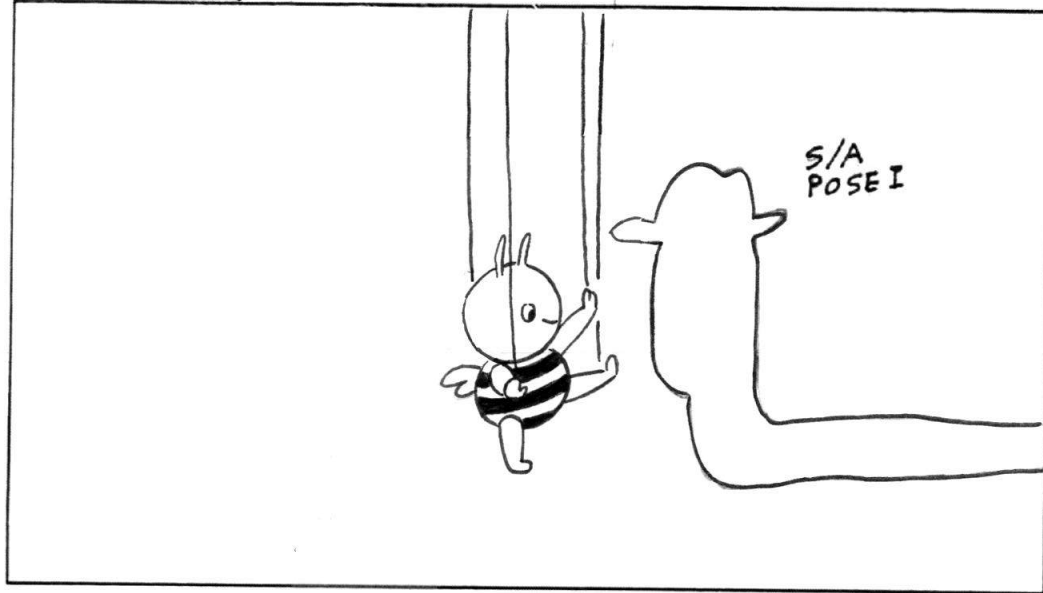
Page 142

Sc. 59 *CONT*

Pnl. W

Bg.

day night

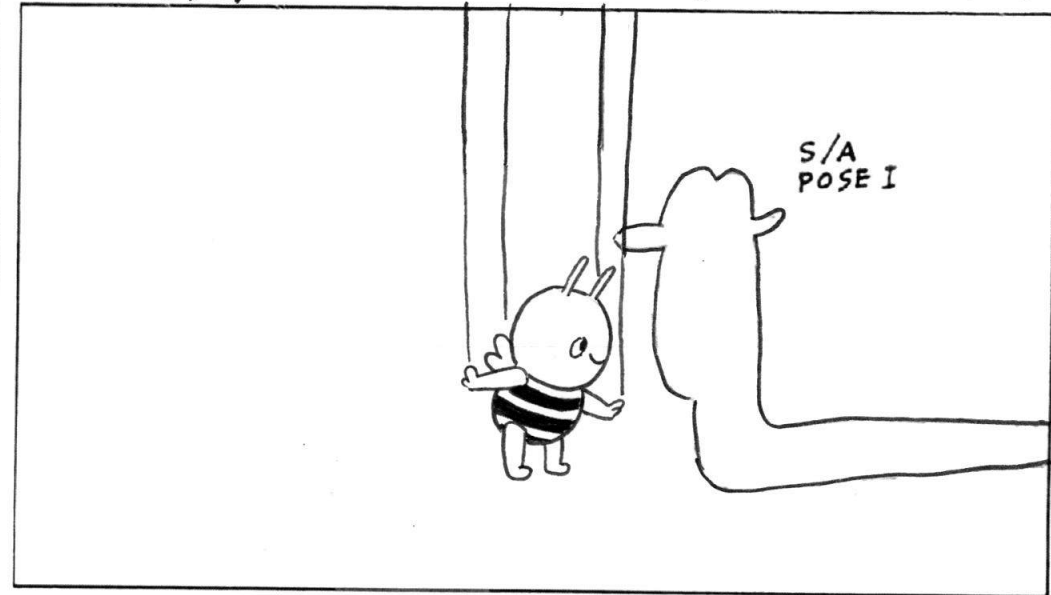


Sc. 59 *CONT*

Pnl. X

Bg.

day night



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



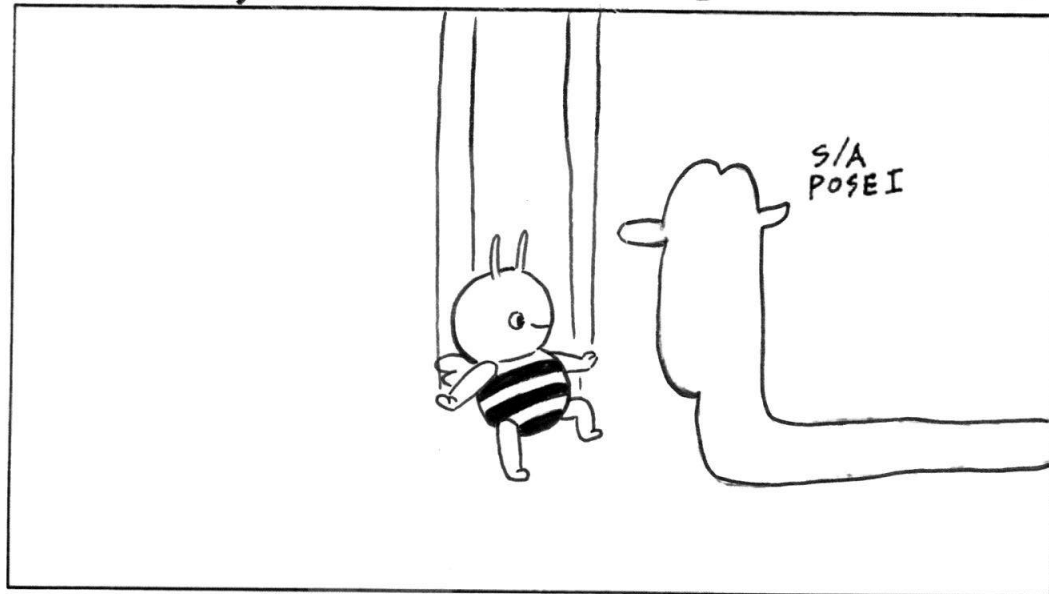
Page 143

Sc. 59 *cont*

Pnl. Y

Bg.

day night

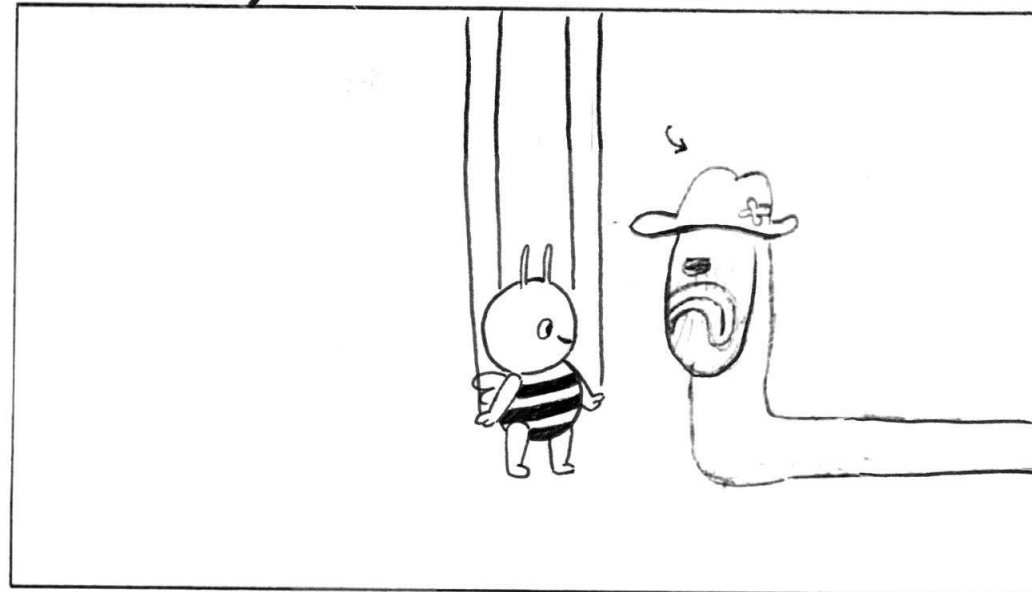


Sc. 59 *cont*

Pnl. Z.

Bg.

day night



Dialog:

Action:

PAUSE.

Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



Page 144

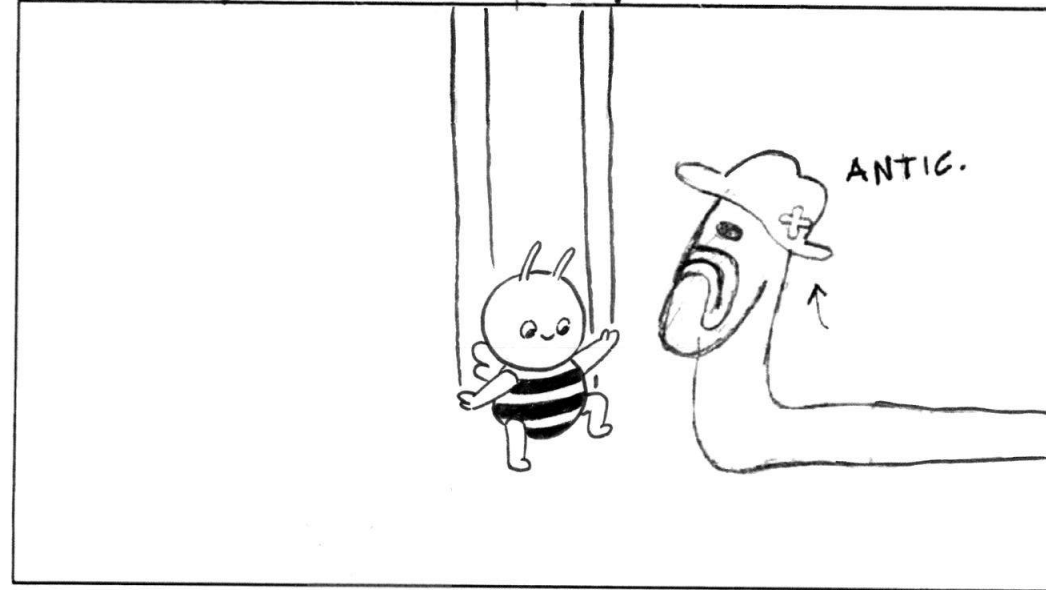
Sc. 59 *CONT*

Pnl.

AA

Bg.

day night



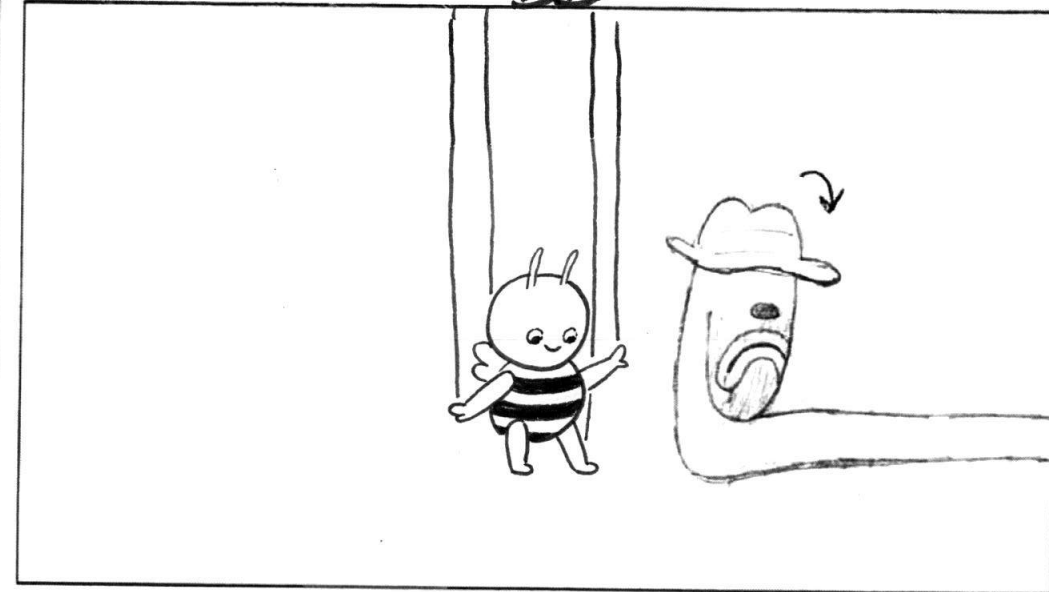
Sc. 59 *CONT*

Pnl.

BB

Bg.

day night



Dialog:

Action: THE BABY AND BLUE NOSE ANTIC. THE FIRST DANCE STEP.

- INTO FIRST DANCE STEP. (THE SAME DANCE AS BEFORE, BUT NOW INCLUDING BLUE NOSE.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 145

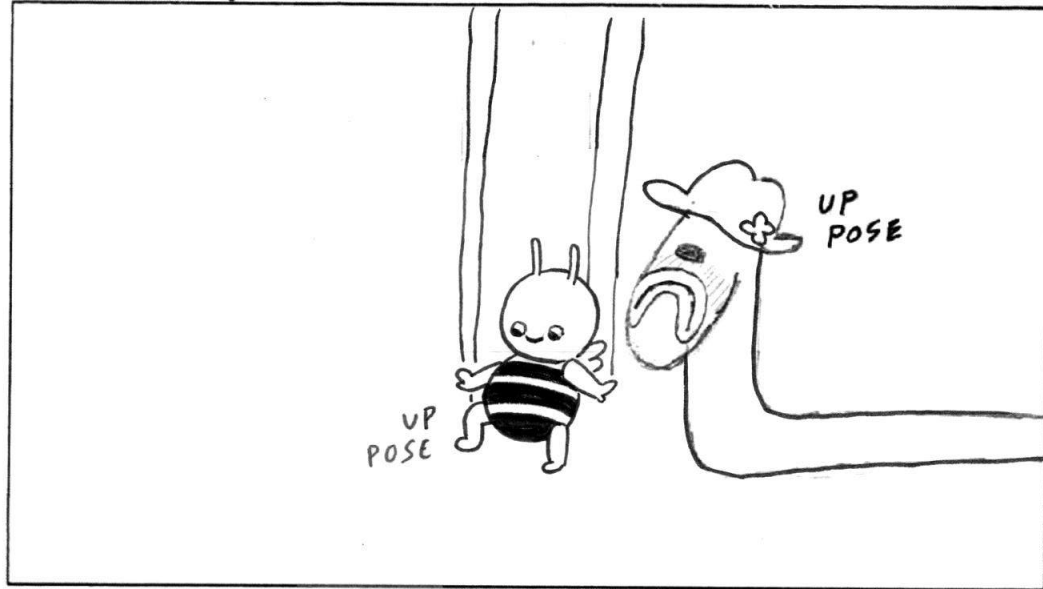
Sc. 59 *CONT*

Pnl.

CC

Bg.

day night



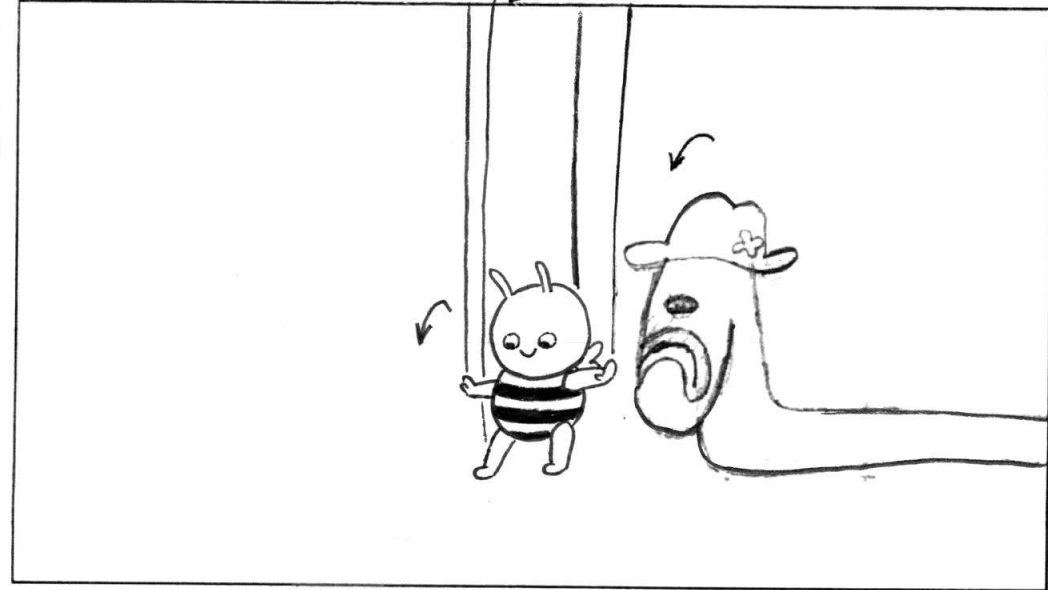
Sc. 59 *CONT*

Pnl.

DD

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 146

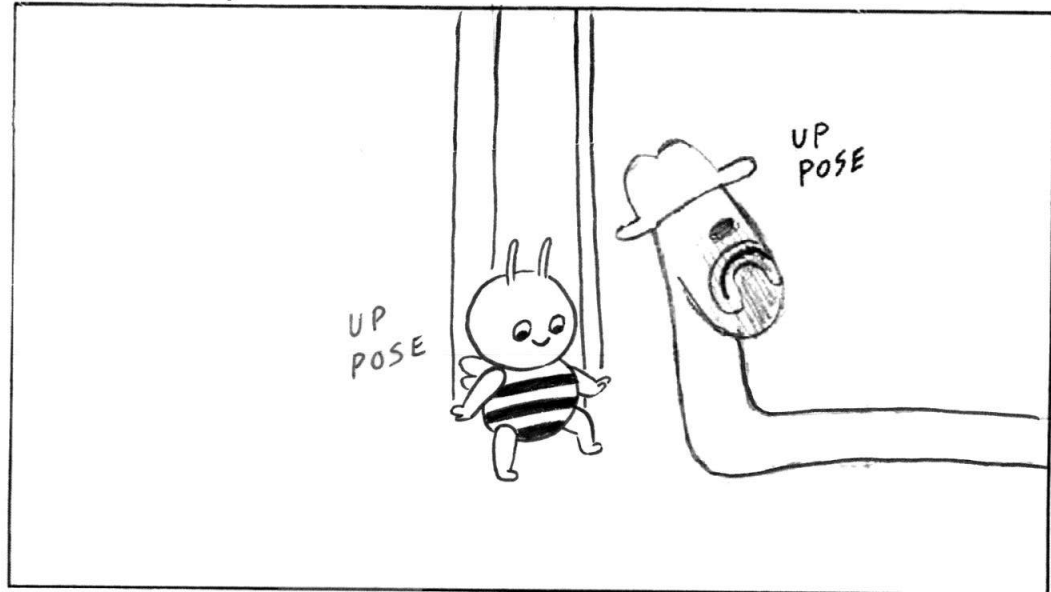
Sc. 59 *CONT*

Pnl.

EE

Bg.

day night



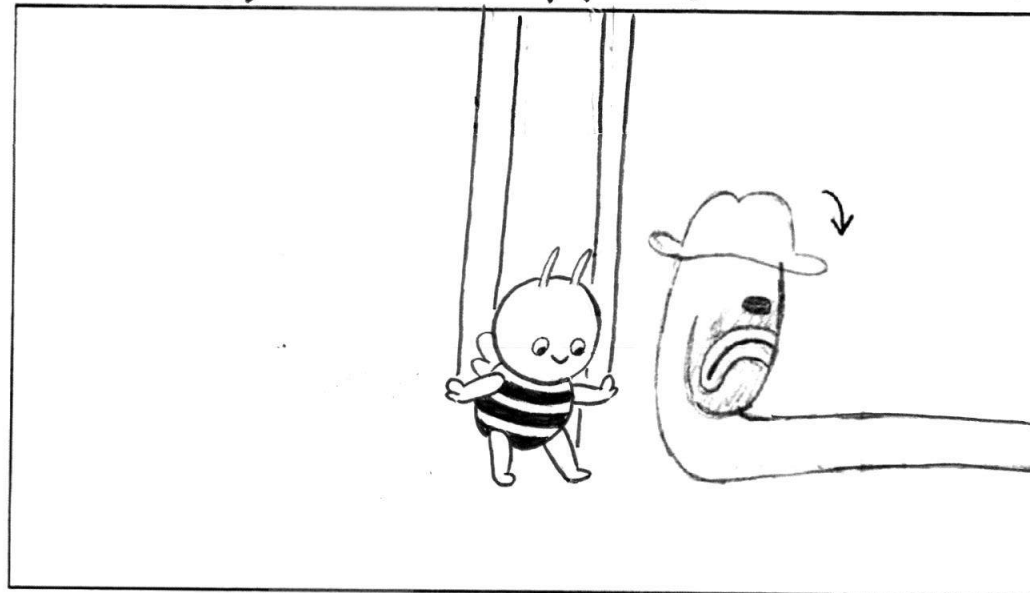
Sc. 59 *CONT*

Pnl.

FF

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 147

Sc. 59 CONT

Pnl.

66

Bg.

day night



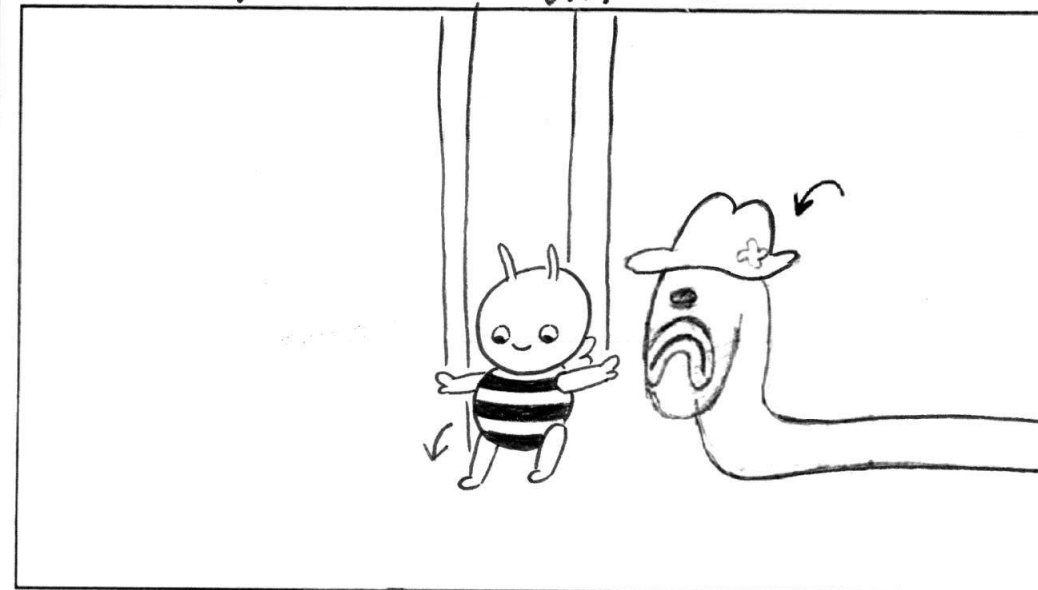
Sc. 59 CONT

Pnl.

HH

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

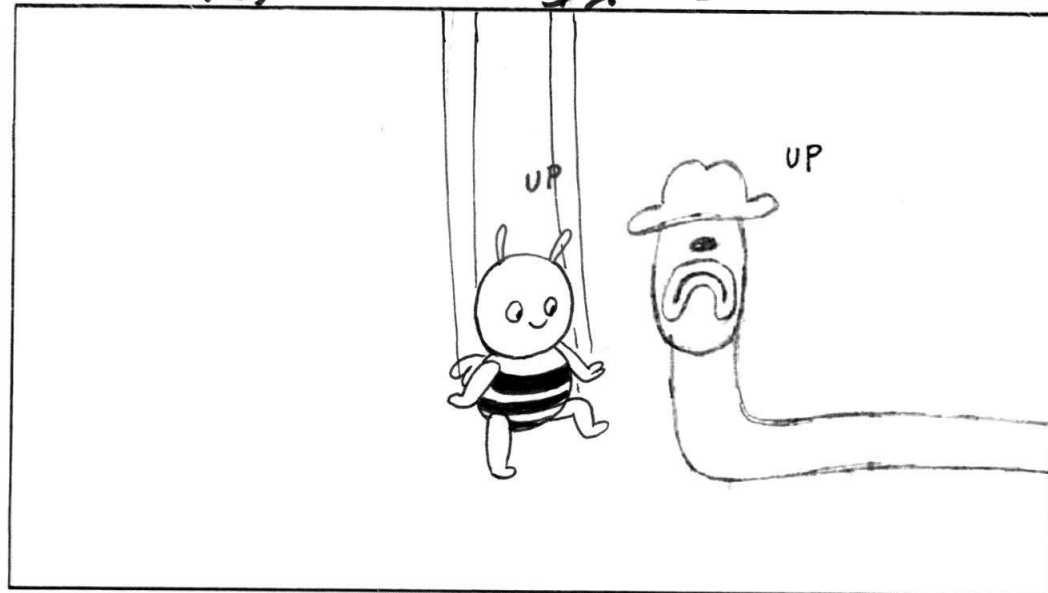
ADVENTURE TIME



Page 148

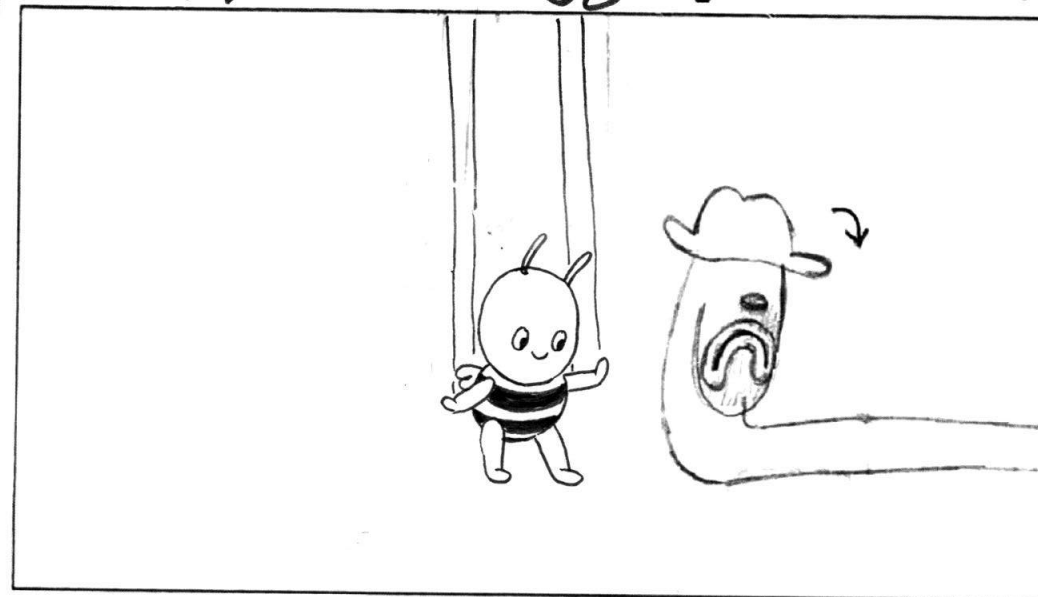
Sc. 59 *CONT* Pnl. - *IX* Bg.

day night



Sc. 59 *CONT* Pnl - *J5* Bg.

day night



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

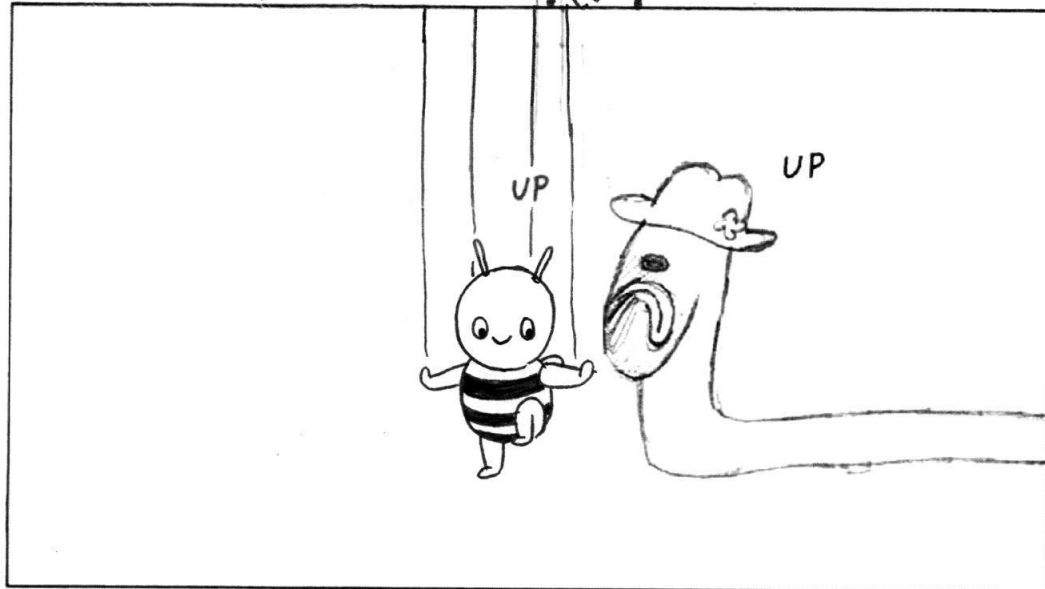
ADVENTURE TIME



Page 149

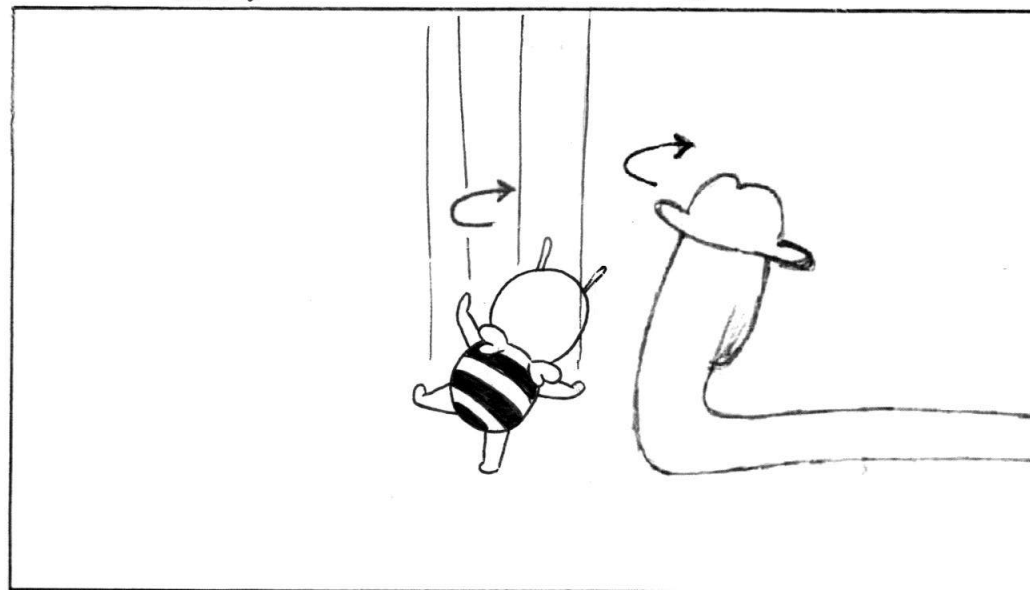
Sc. 59 *cont* Pnl. *KK* Bg.

day night



Sc. 59 *cont* Pnl. *Lh* Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

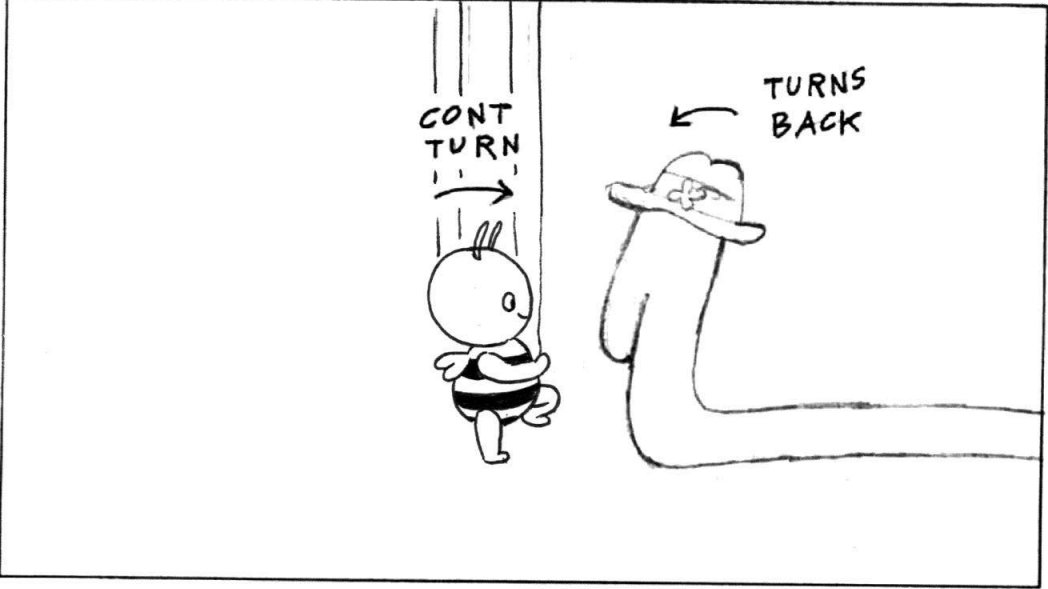
1025/162

1025/162

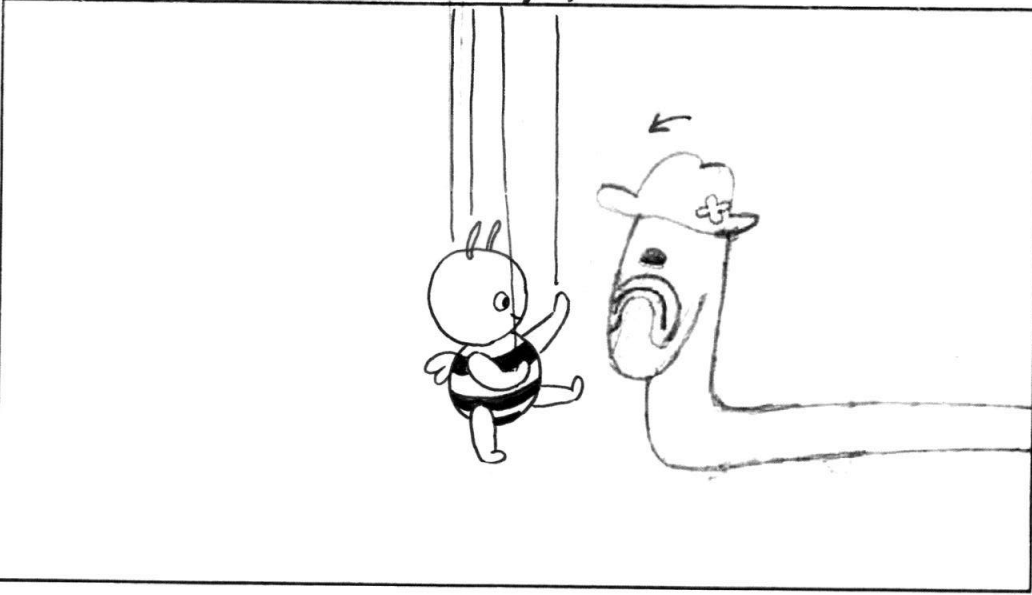
ADVENTURE TIME



Sc. 59 CONT Pnl. 1 MM Bg. day night



Sc. 59 CONT Pnl. 2 NN Bg. day night



Dialog:

Action: BLUE NOSE CAN'T TURN ALL THE WAY AROUND, HE'D BE TWISTED UP.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 151

Sc. 59 CONT

Pnl.

00

Bg.

day night

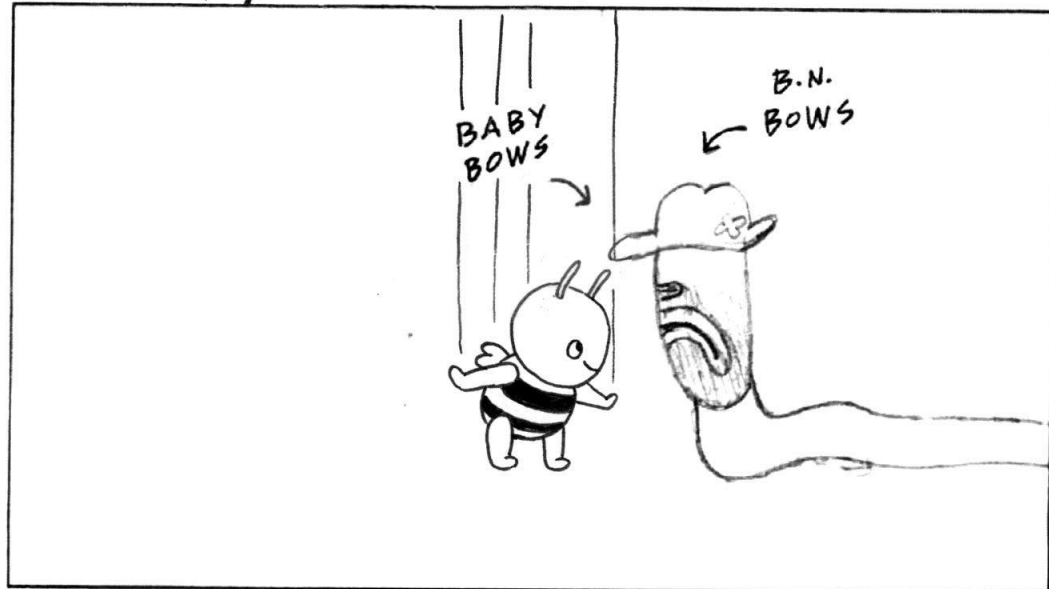
Sc. 59 CONT

Pnl.

PP

Bg.

day night



Dialog:

Action:

BABY INB. ZR
ZQ
ZP

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



*HU
Cut*

Page **152**

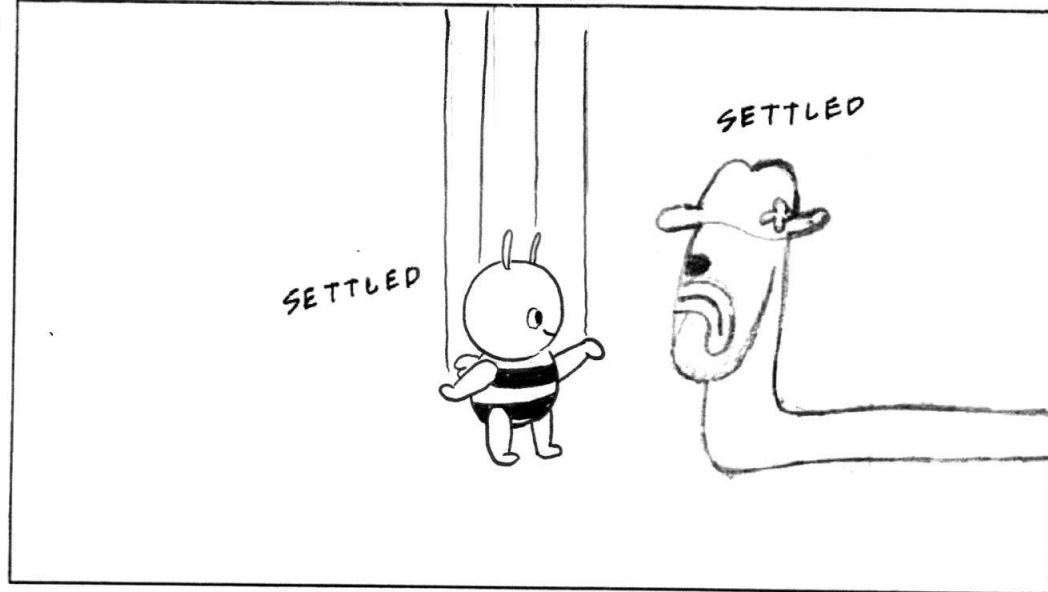
Sc. 59 *cont*

Pnl.

QQ

Bg.

day night

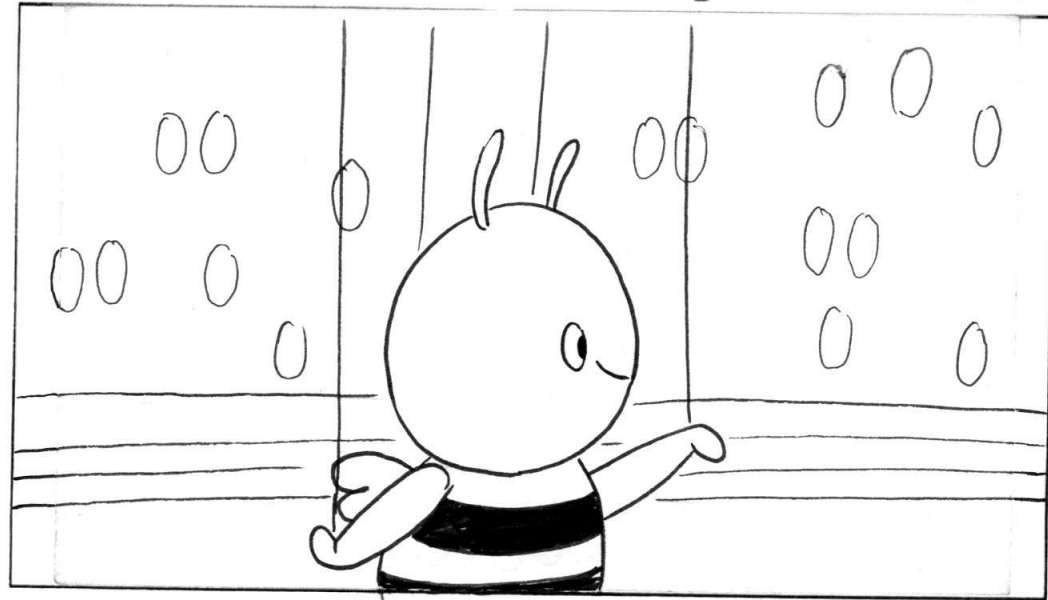


Sc. 60

Pnl. A

Bg.

day night



Dialog:

Action:

*BABY
H.U. —> <— H.U.*

Timing:

DEC 13 2013

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1025/162

1025/162

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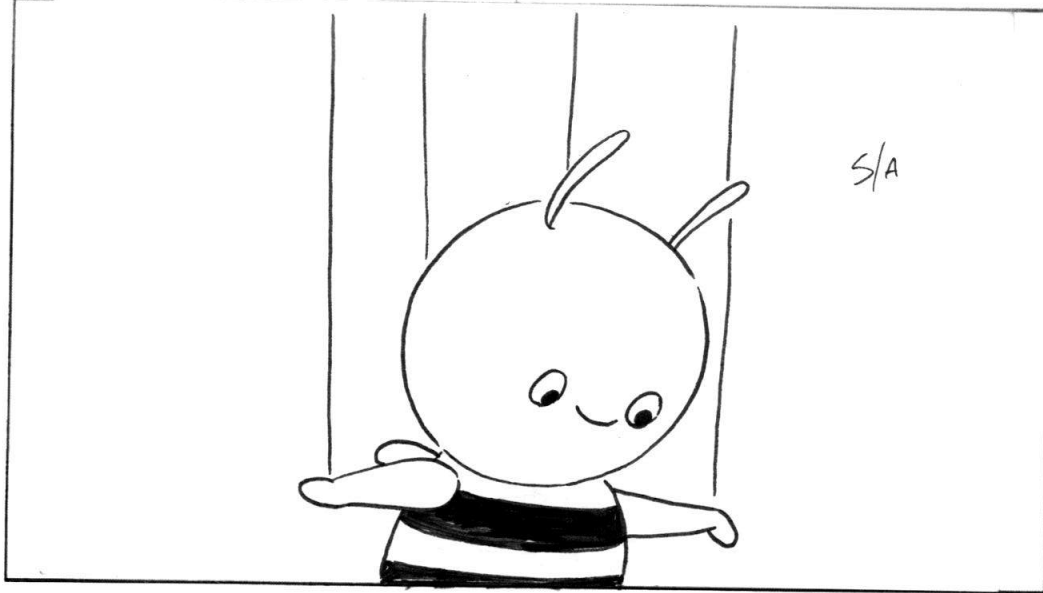
Page **153**

Sc. **60 CONT**

Pnl. **B**

Bg.

day night

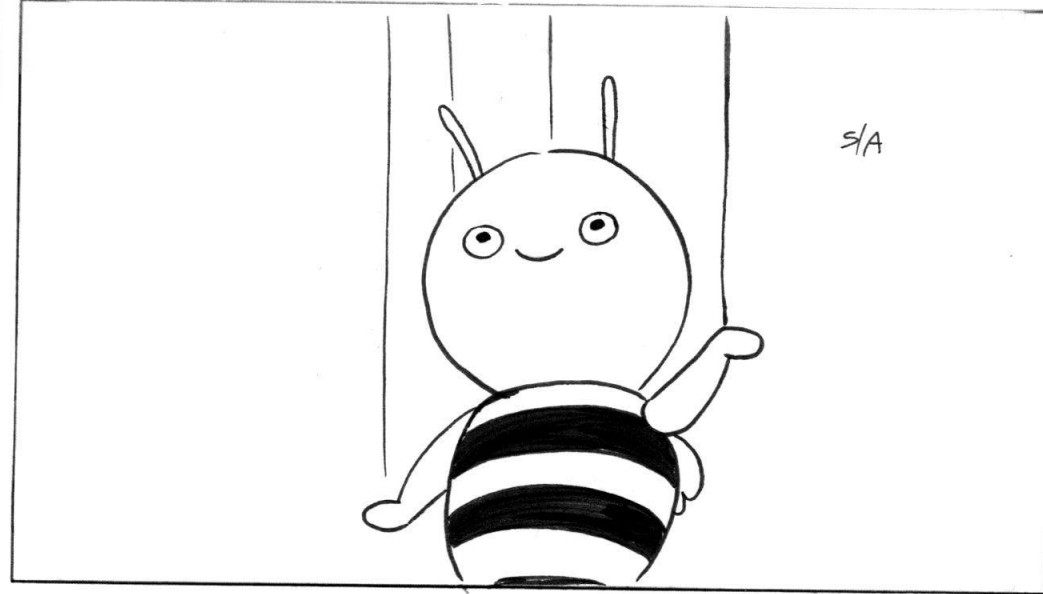


Sc. **60 CONT**

Pnl. **C**

Bg.

day night



Dialog:

Action: **BABY BEGINS DANCING AGAIN.**

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **154**

Sc. 60 *CONT*

Pnl. D

Bg.

day night



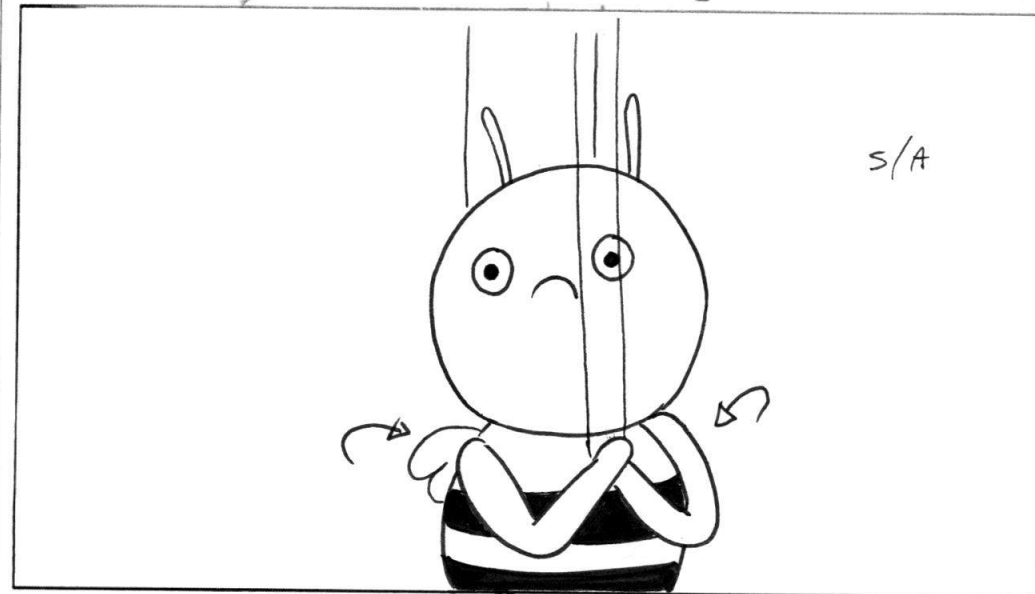
S/A

Sc. 60 *CONT*

Pnl. E

Bg.

day night



S/A

Dialog:

Action: **BABY STOPS WITH A SHOCKED LOOK.**
(LOOKING BLANKLY INTO DISTANCE.)

BABY SUDDENLY PUTS HANDS OVER HEART.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

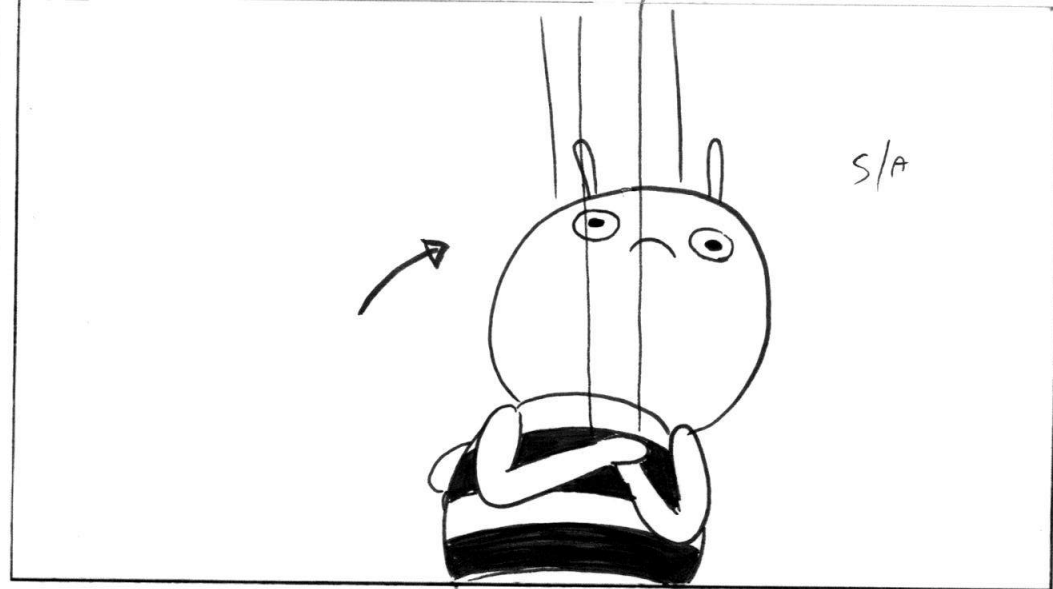
1025/162

ADVENTURE TIME

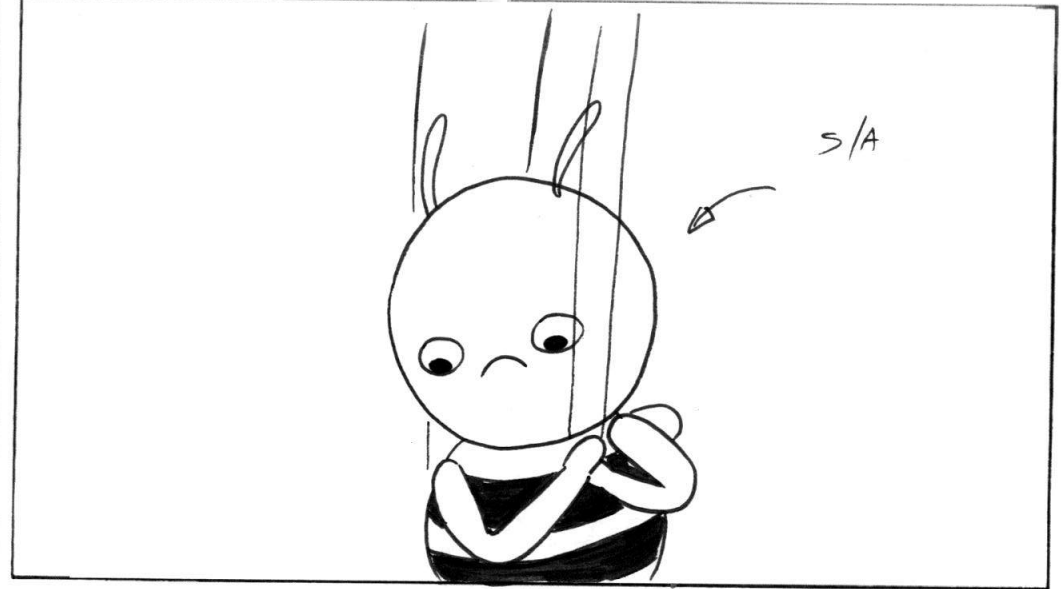


Page 155

Sc. 60 CONT Pnl. F Bg. day night



Sc. 60 CONT Pnl. G Bg. day night



Handwritten: HU
cut

EPISODE #

Production :

Dialog:

Action: BABY SWAYS BACKWARD. BABY SWAYS FORWARD. H.U. →

Timing:

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1025/162

1025/162

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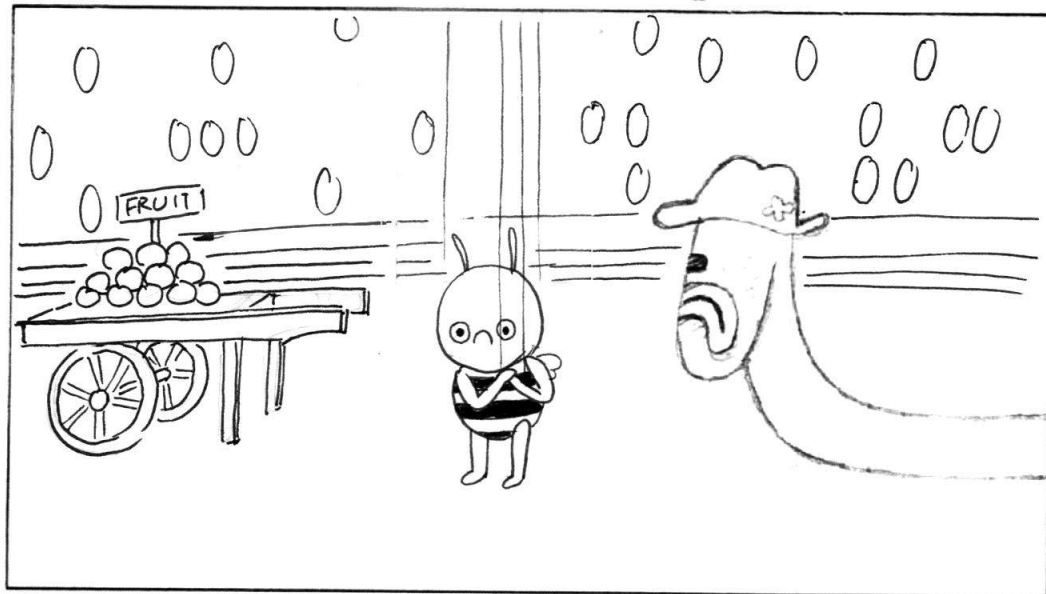
Page 156

Sc. 61

Pnl. A

Bg.

day night

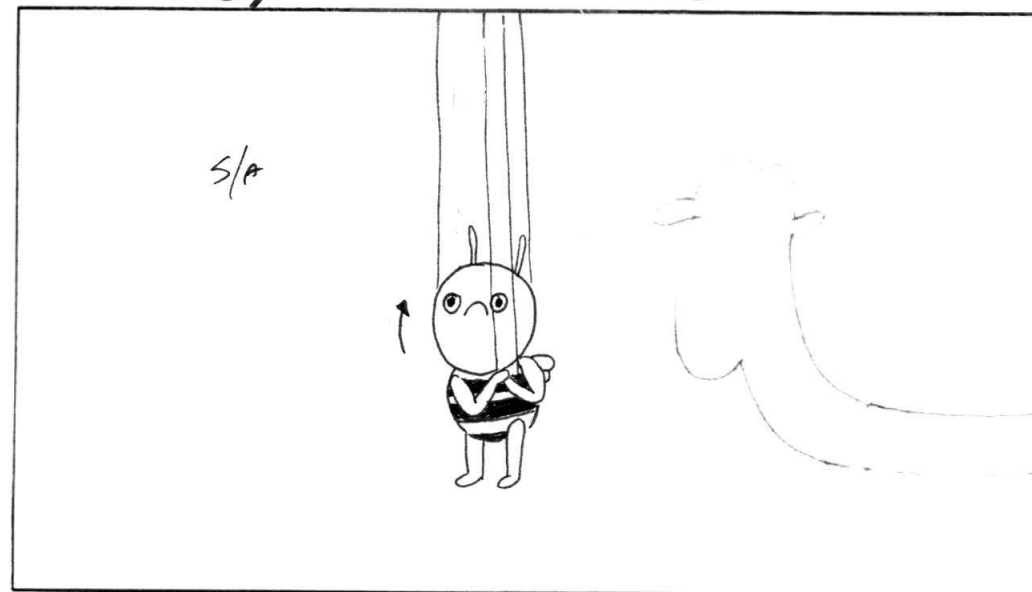


Sc. 61 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

CUT BACK TO THE WIDE SHOT OF
BABY AND BLUE NOSE.

BABY LOOKS UP.

← H.U.
BABY

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 157

Sc. 61 *CONT*

Pnl. C

Bg.

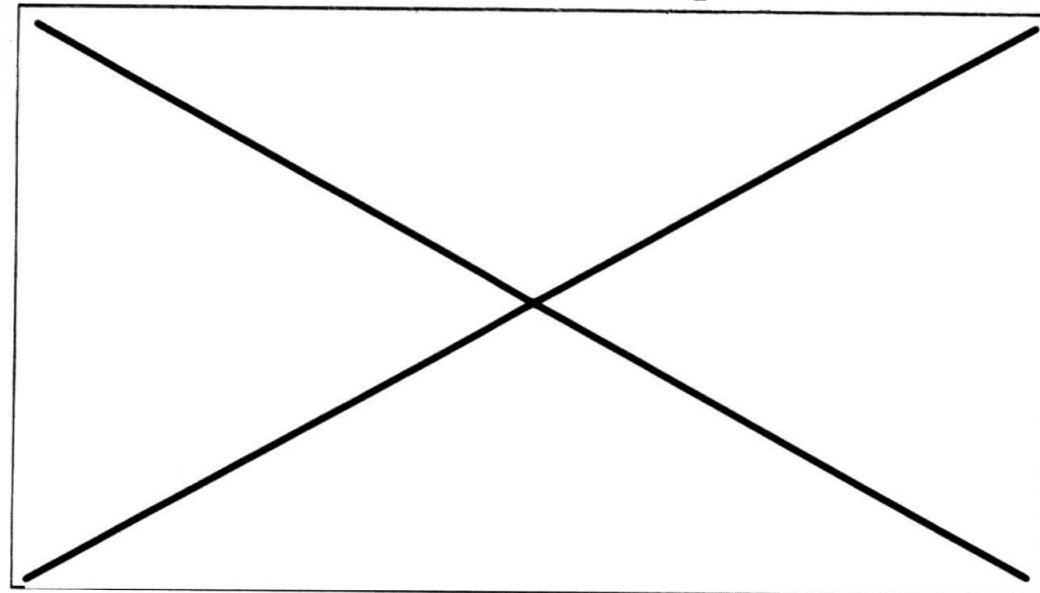
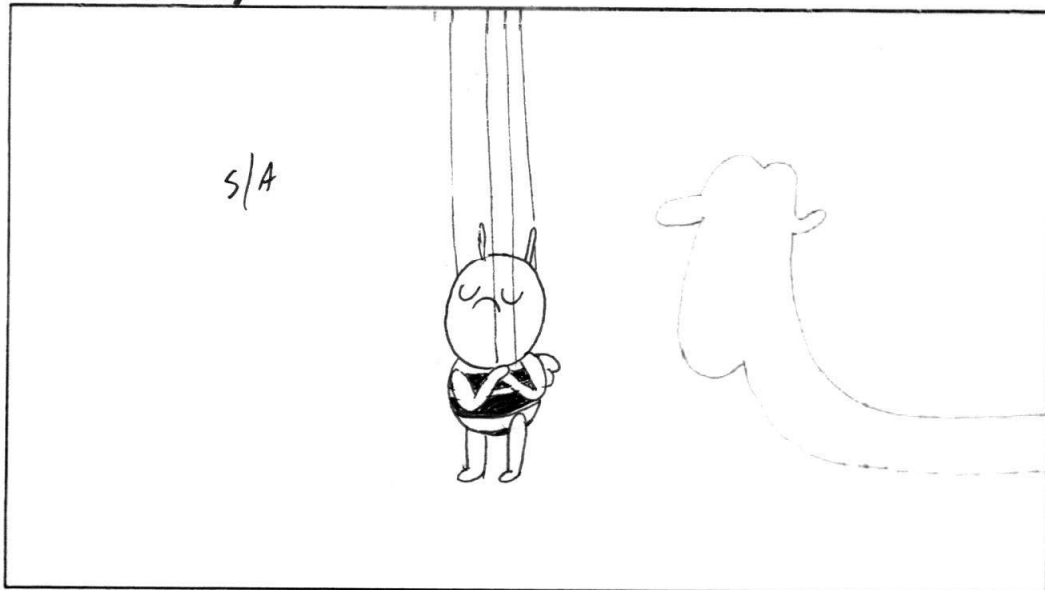
day night

Sc.

Pnl.

Bg.

day night



Dialog:

Action:

BABY CLOSES EYES.

BABY TWISTS AROUND →

Timing:

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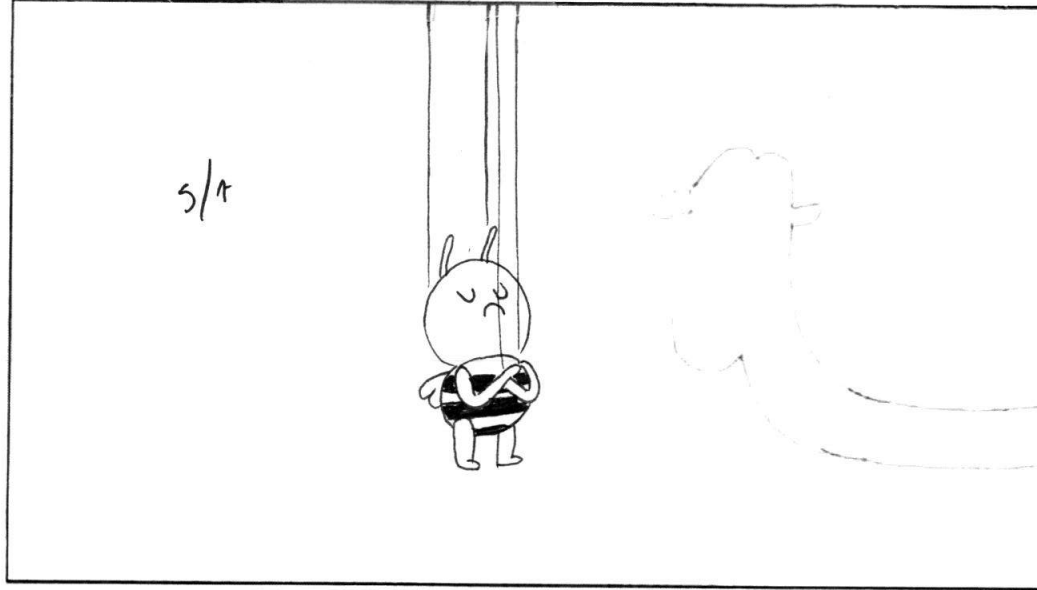
Page 158

Sc. 61 *cont*

Pnl. D

Bg.

day night

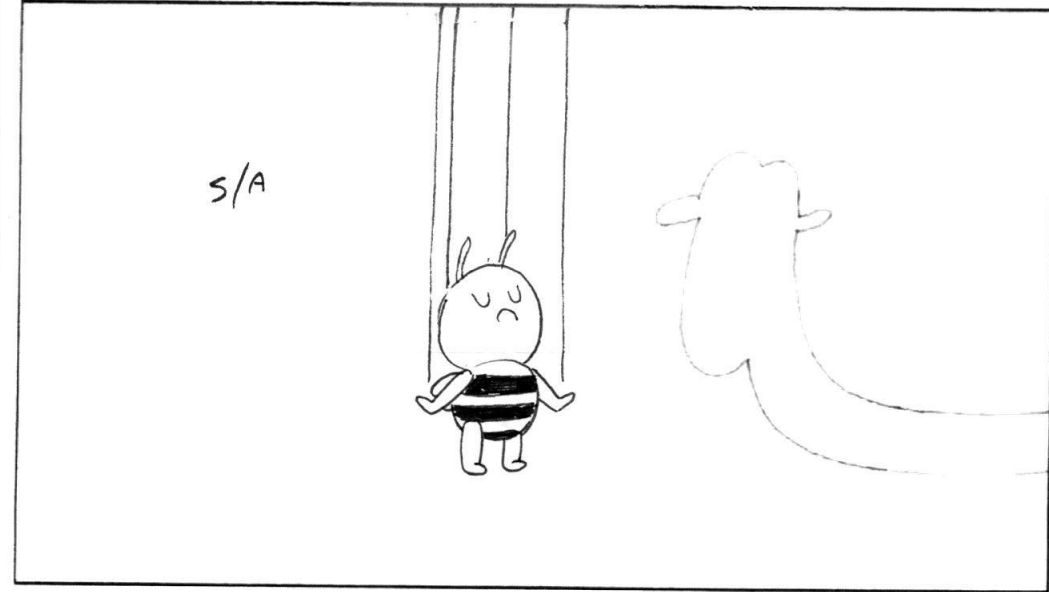


Sc. 61 *cont*

Pnl. E

Bg.

day night



Dialog:

Action:

BABY'S ARMS RELAX.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



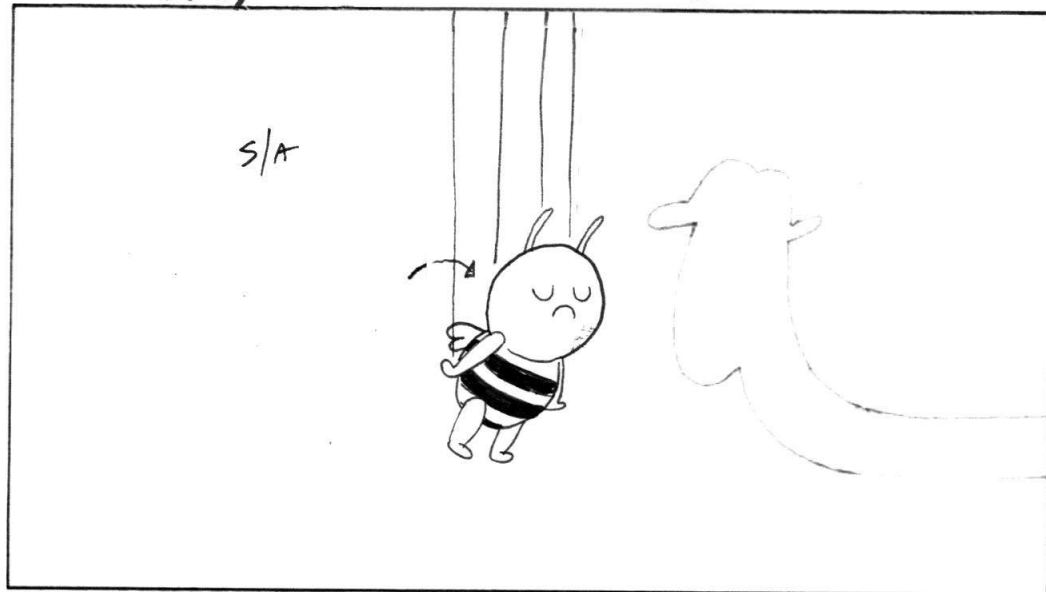
Page 159

Sc. 61 *CONT*

Pnl. F

Bg.

day night

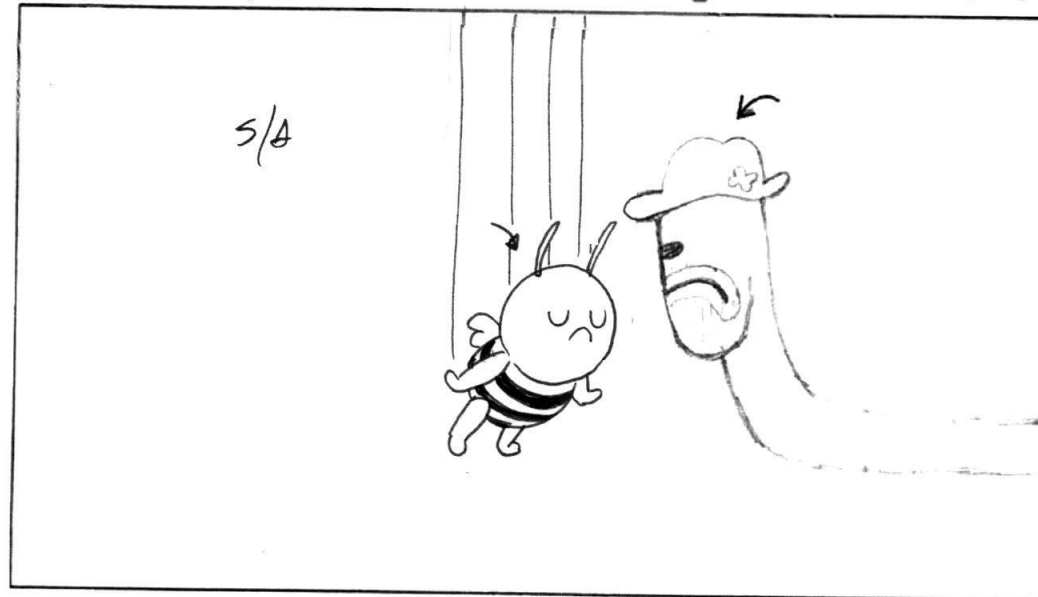


Sc. 61 *CONT*

Pnl. G

Bg.

day night



Dialog:

Action: BABY FALLS OVER, SLOWLY.
(SLOWLY LOWERED BY THE STRINGS.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 160
day night

Sc. 61 CONT

Pnl. ...

H

Bg.

day night



Sc. 61 CONT

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

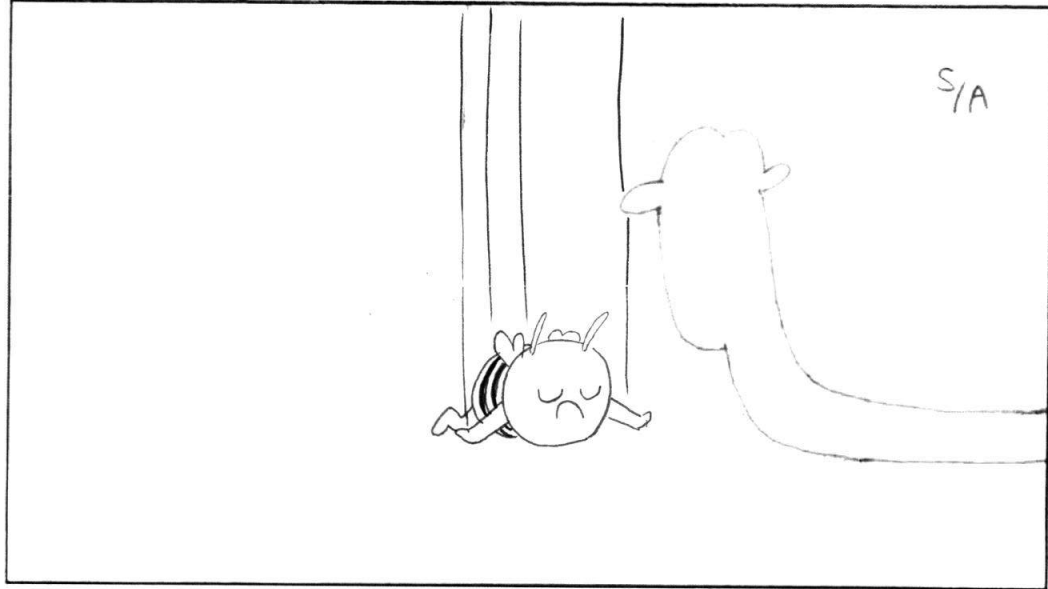
1025/162

1025/162

ADVENTURE TIME



Sc. 61 CONT Pnl. J Bg. day night



Sc. 61 CONT Pnl. K Bg. day night



Dialog:	
Action:	- BABY HOLD. (FINAL POSITION FOR THE BABY.)
Timing:	DEC 13 2013

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME



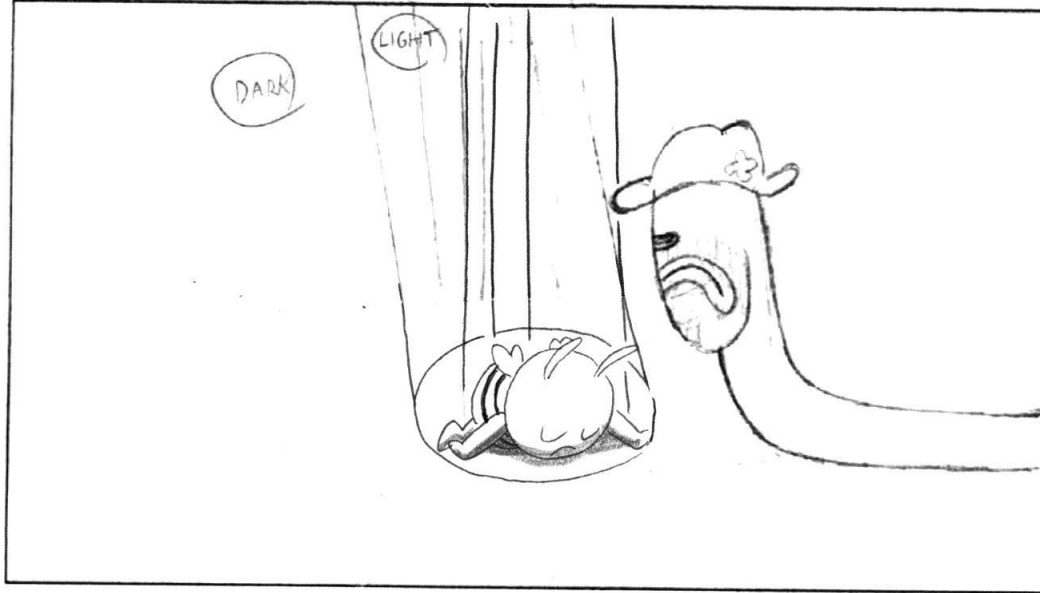
Page **162**

Sc. 61 *CONT*

Pnl. L

Bg.

day night

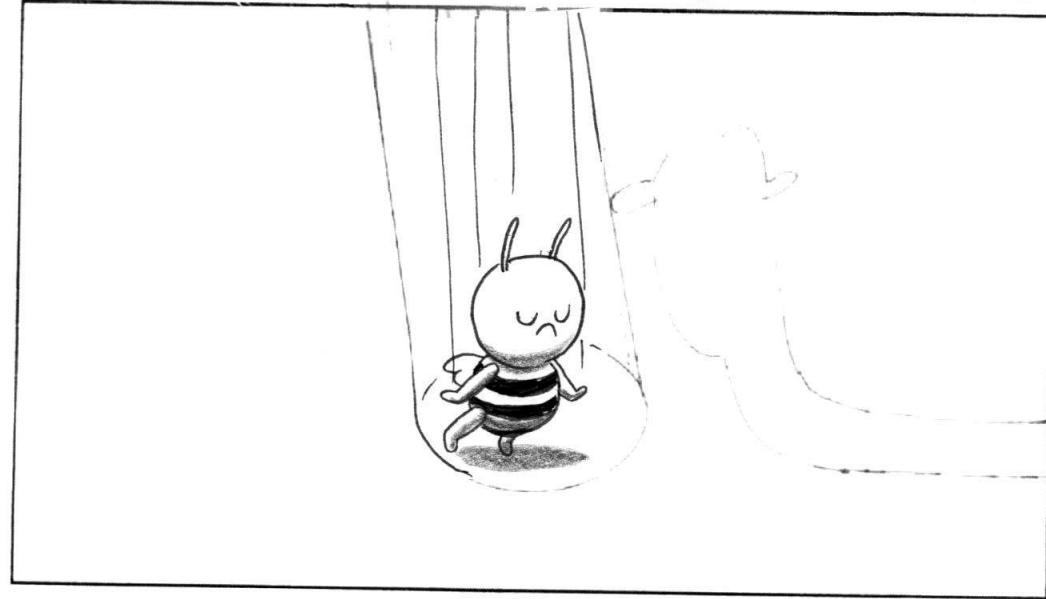


Sc. 61 *CONT*

Pnl. M

Bg.

day night



Dialog:

SFX: *CLICK.* (SPOTLIGHT BEING
TURNED ON.)

Action:

A SPOTLIGHT COMES ON.

THE BABY IS RAISED SLOWLY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 163
day night

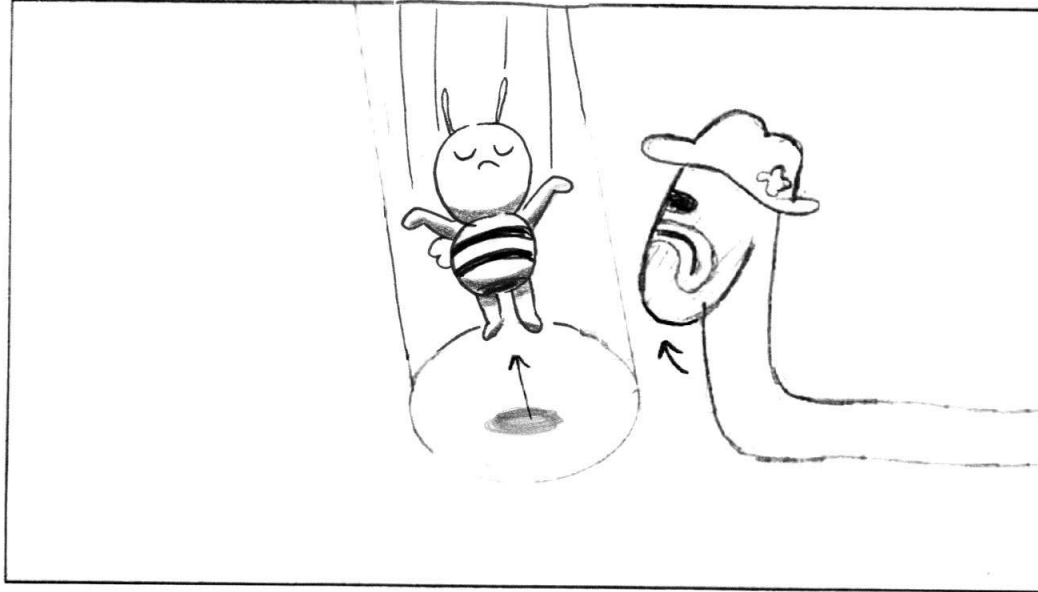
Cut

Sc. 61 *CONT*

Pnl. N

Bg.

day night

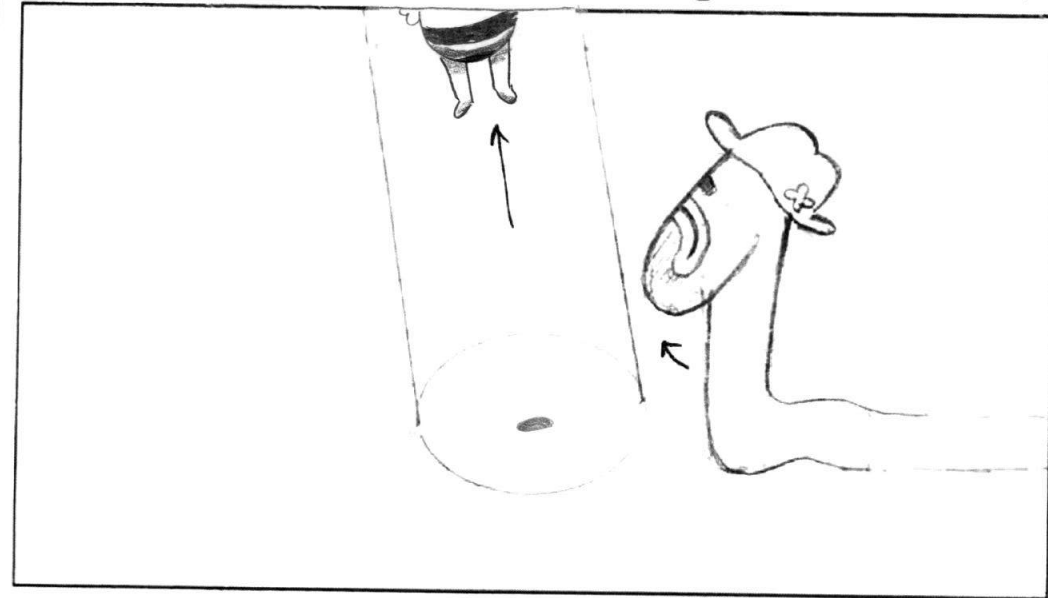


Sc. 61 *CONT*

Pnl. O

Bg.

day night



EPISODE #

Dialog:

Action: THE BABY CONTINUES UP.

THE BABY IS RAISED O.S.

Timing:

SEP 13 2013

Production :

1025/162

1025/162

1025/162

Cut

ADVENTURE TIME



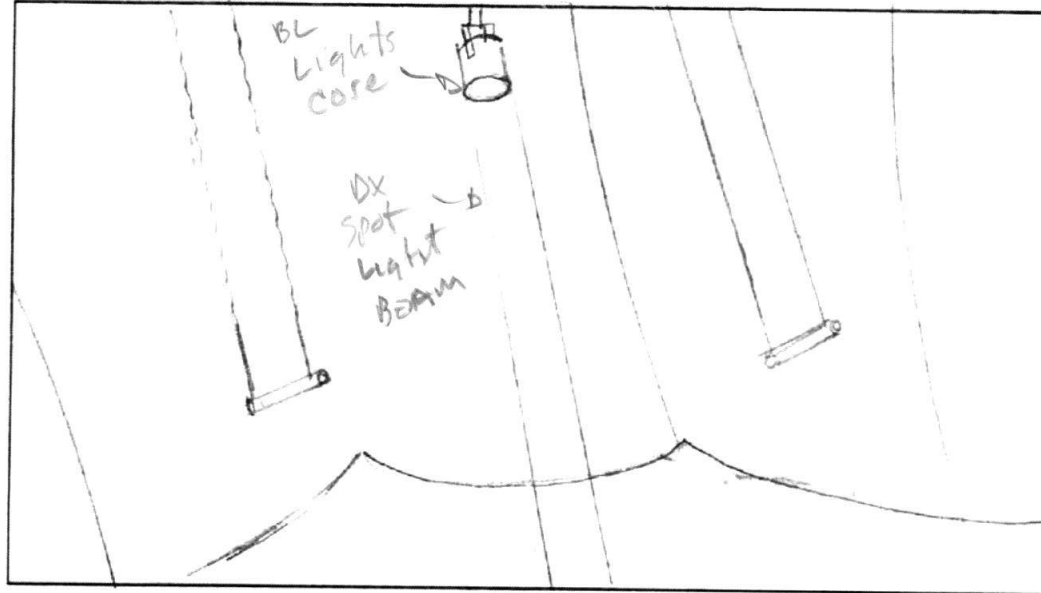
Page 164

Sc. 62

Pnl. A

Bg.

day night

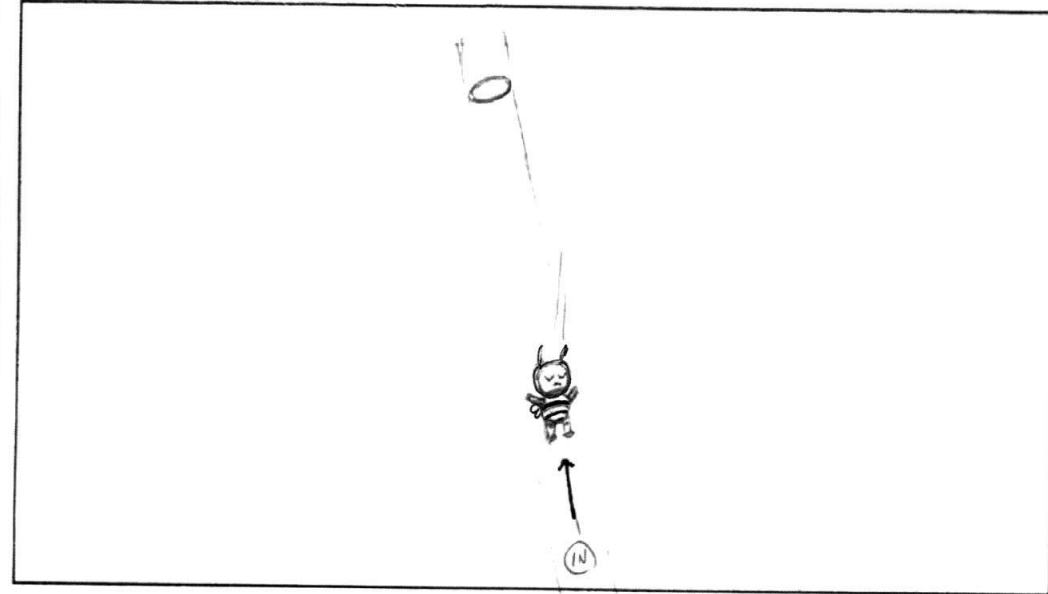


Sc. 62 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

WIDE SHOT, LOOKING UP AT THE ROOF OF THE BIG TENT.

THE BABY GOES UP TOWARD THE LIGHT.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



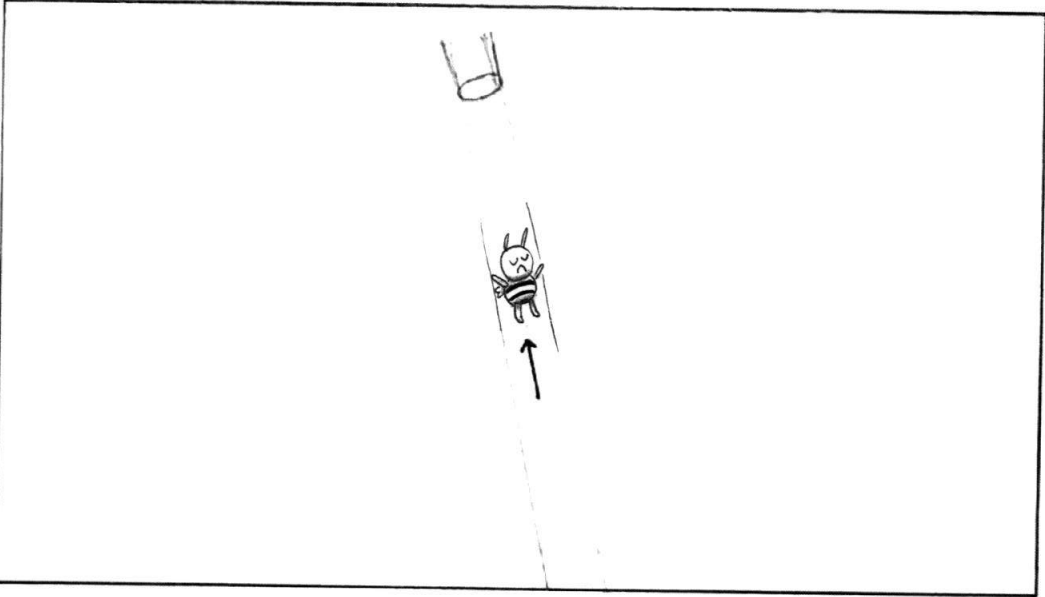
Page 165

Sc. 62 CONT

Pnl. C

Bg.

day night

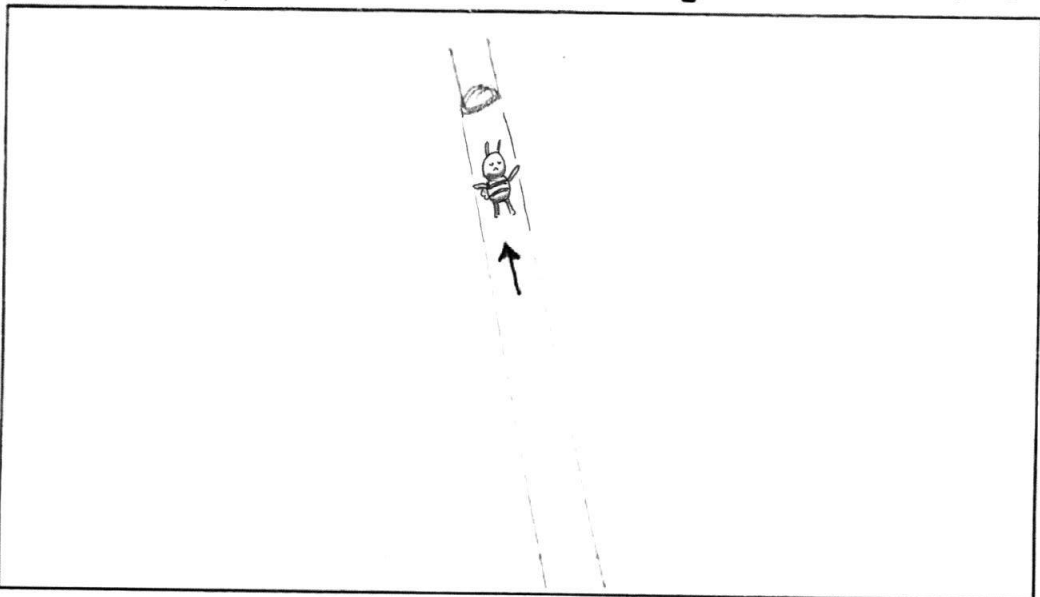


Sc. 62 CONT

Pnl. D

Bg.

day night



Cut

Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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1025/162

Cut

ADVENTURE TIME



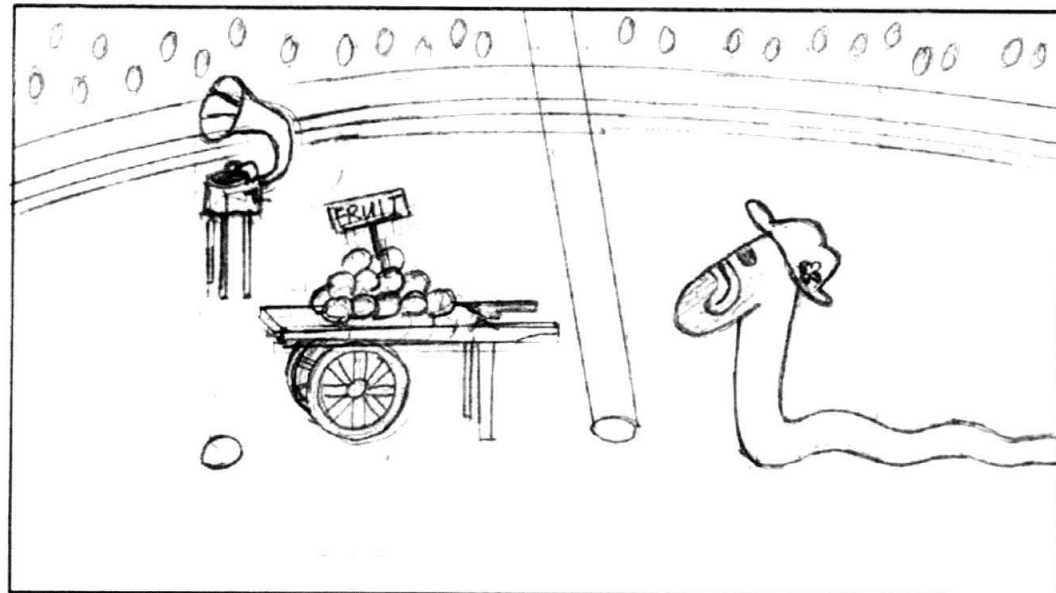
Page 166

Sc. 63

Pnl. A

Bg.

day night

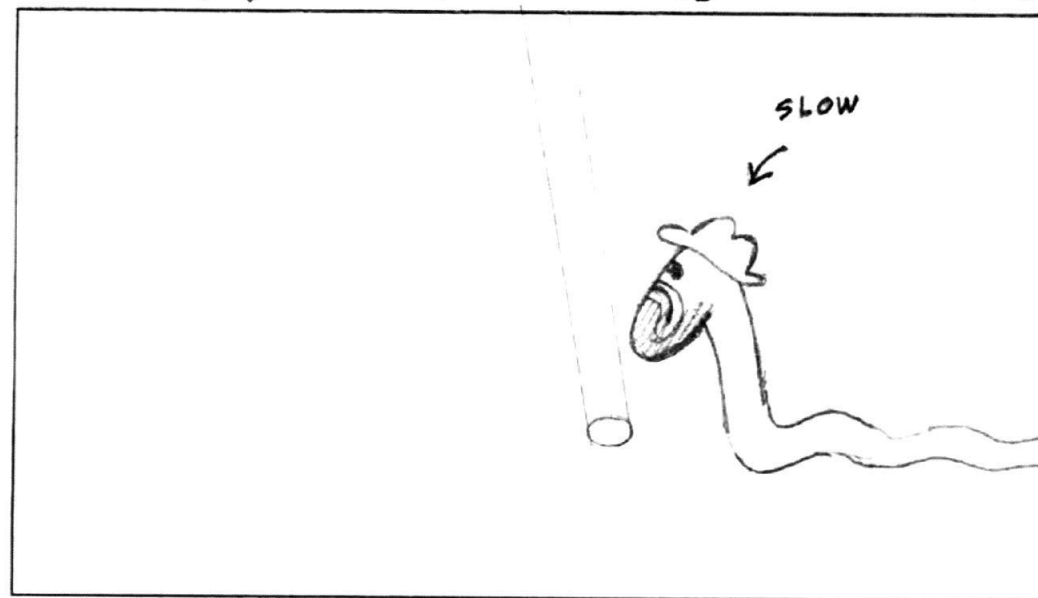


Sc. 63 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

CUT BACK TO BLUE NOSE, LOOKING UP INTO THE LIGHT.

BLUE NOSE LOOKS DOWN.

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

1025/162

ADVENTURE TIME



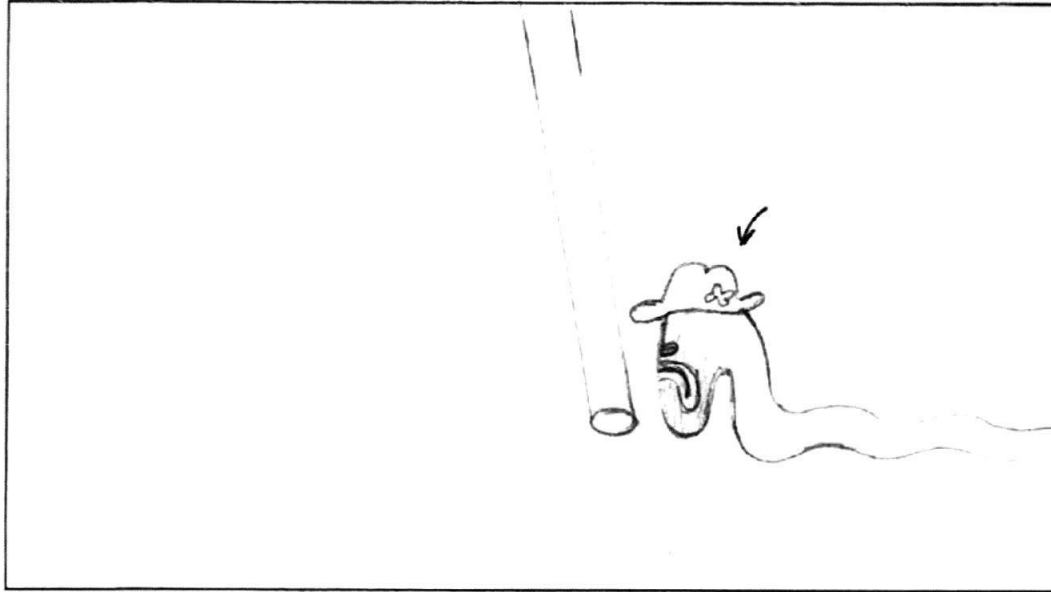
Page 167

Sc. 63 *cont*

Pnl. C

Bg.

day night

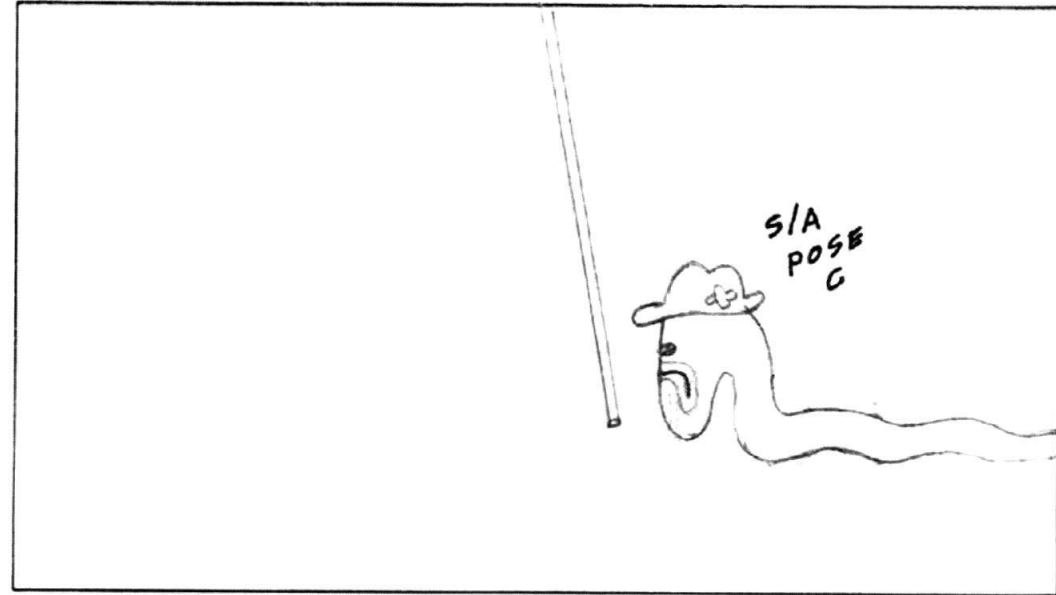


Sc. 63 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

BLUE NOSE LOOKS AT THE PLACE WHERE
THE BABY USED TO BE.

THE SPOTLIGHT BEAM REDUCES TO A PIN PRICK.

Timing:

DEC 13 2010

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



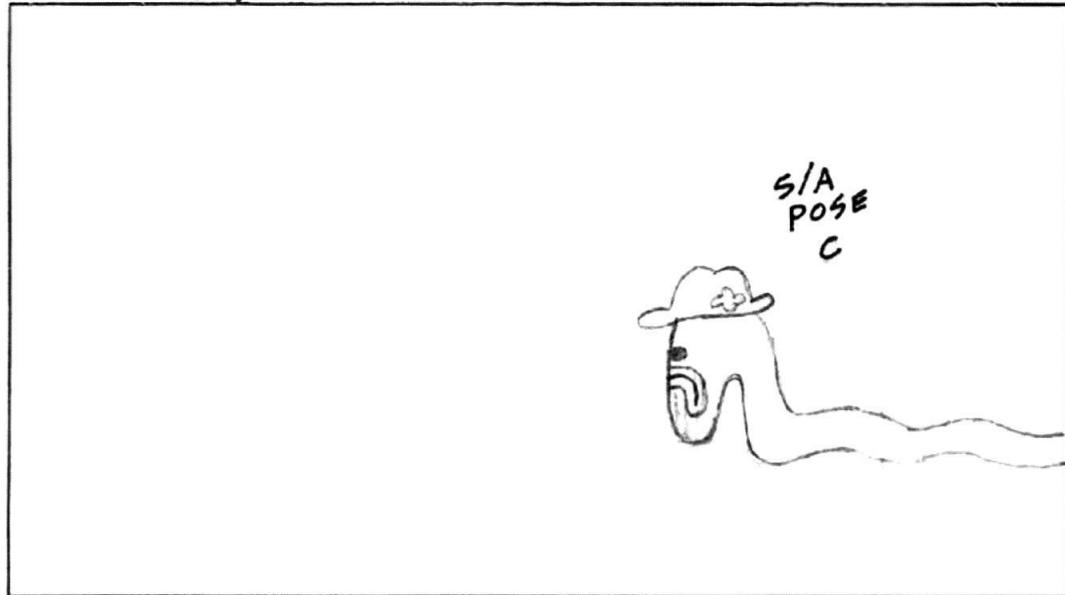
Page 168

Sc. 63 CONT

Pnl. E

Bg.

day night

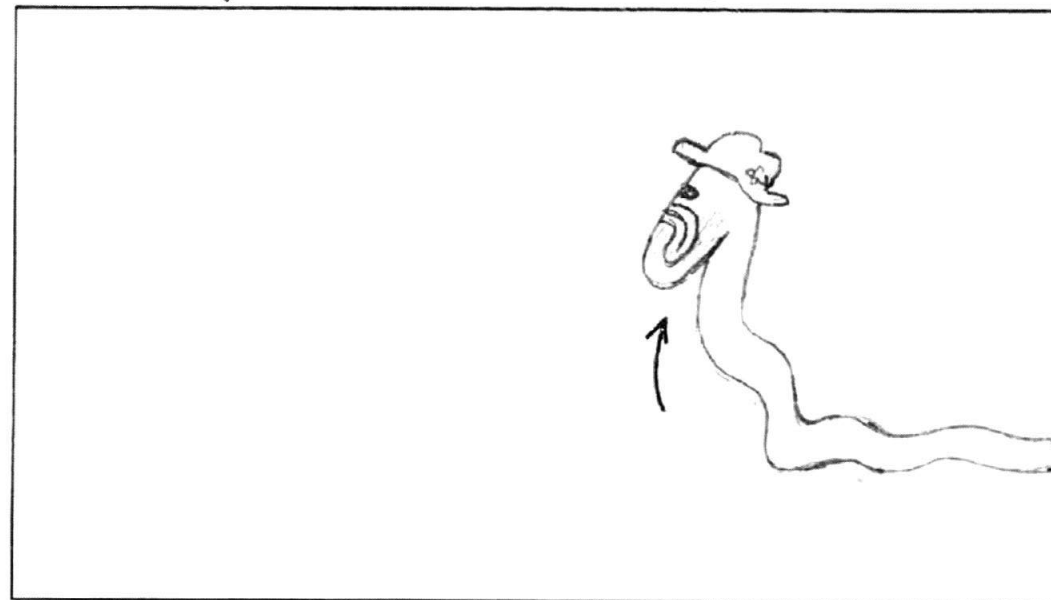


Sc. 63 CONT

Pnl. F

Bg.

day night



Dialog:

Action: THE SPOTLIGHT BLINKS OUT.

BLUE NOSE LOOKS UP TO WHERE THE LIGHT WAS COMING FROM.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



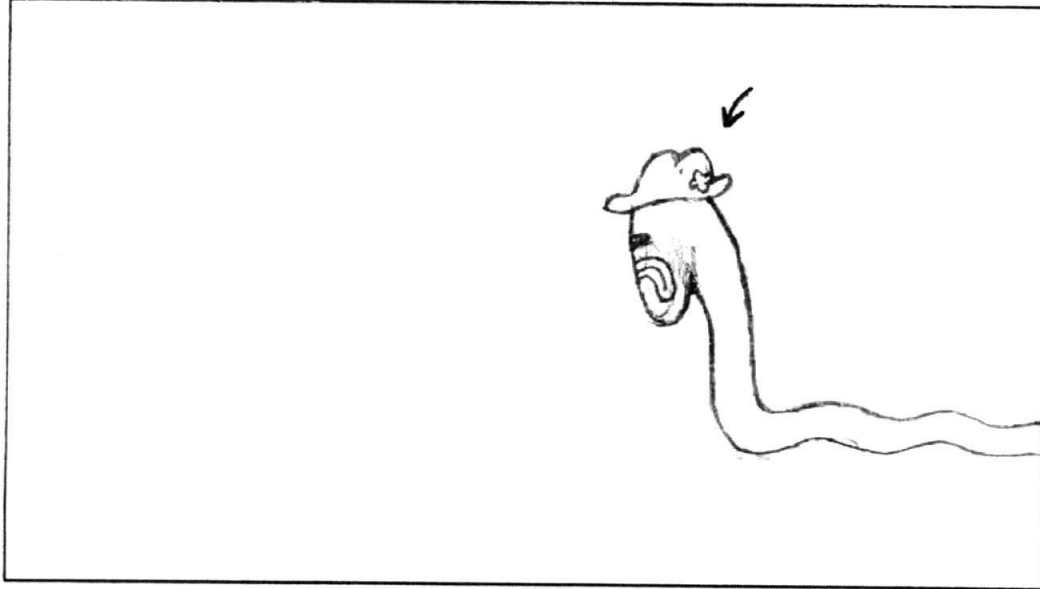
Page **169**

Sc. 63 CONT

Pnl. G

Bg.

day night

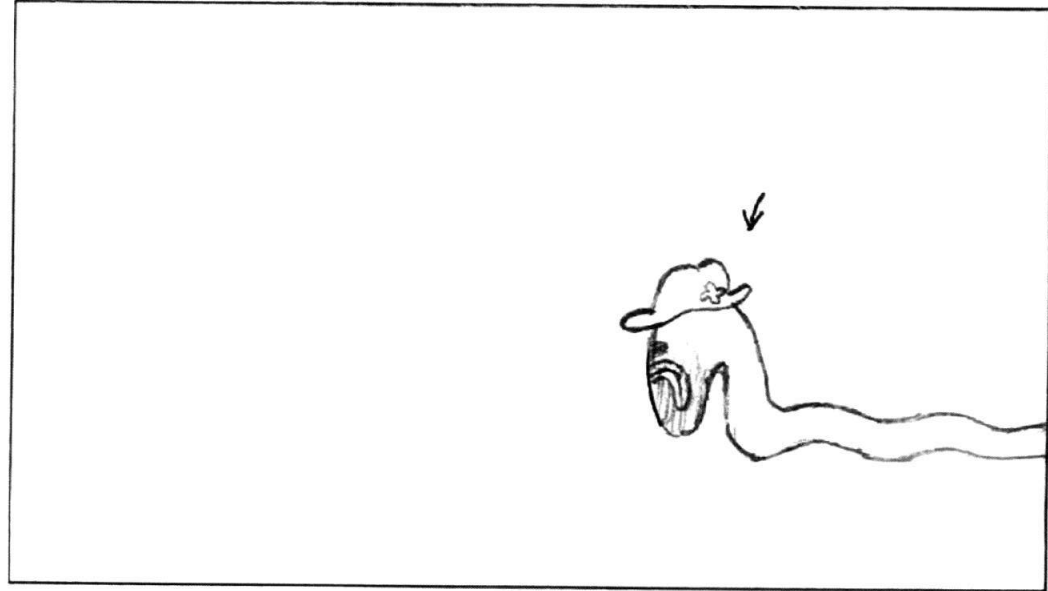


Sc. 63 CONT

Pnl. H

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS DOWN AGAIN.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



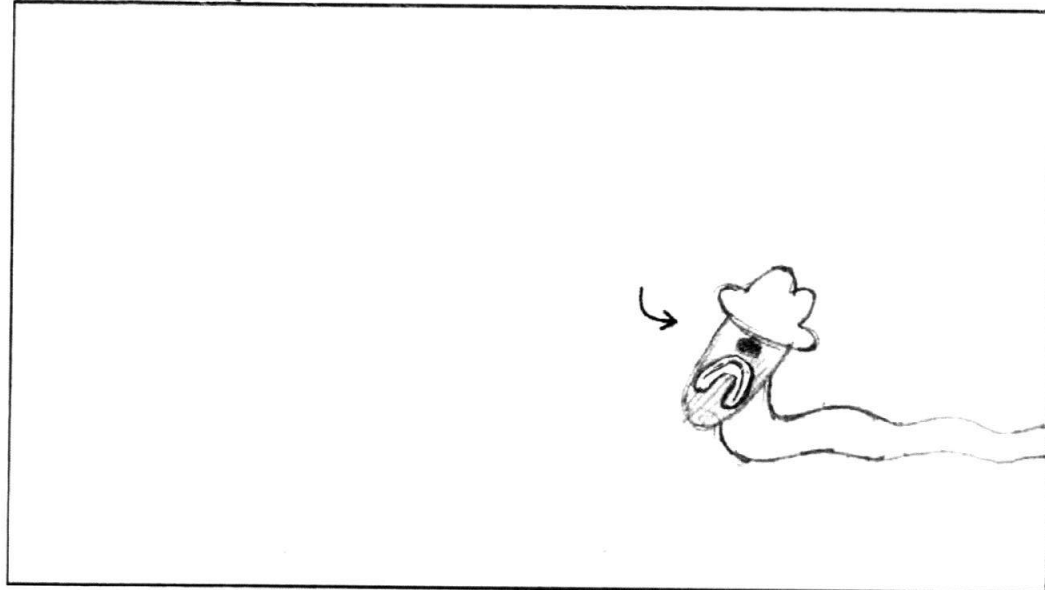
Page **170**

Sc. 63 *cont*

Pnl. I

Bg.

day night

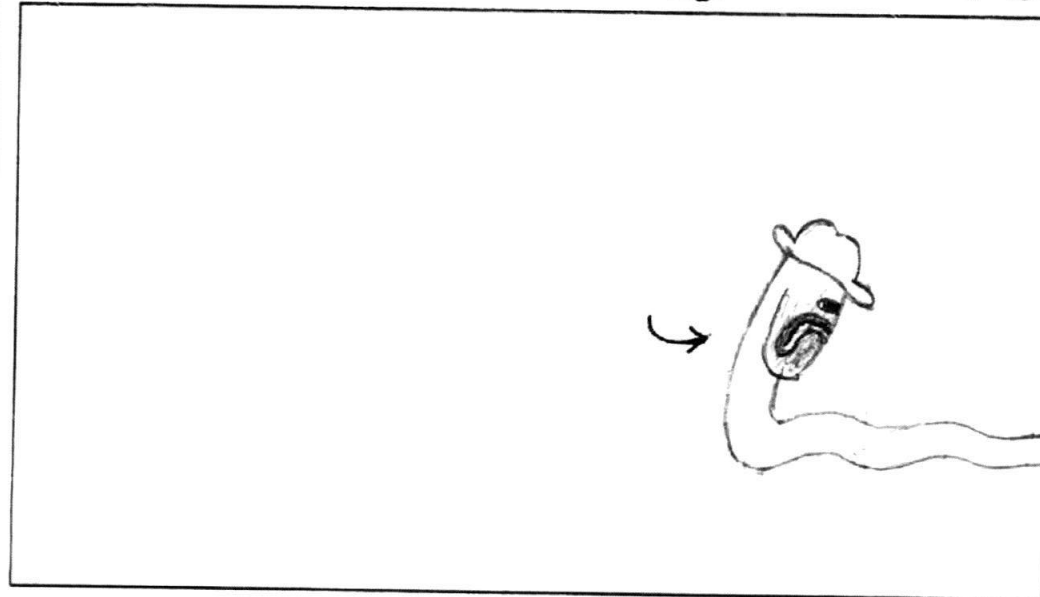


Sc. 63 *cont*

Pnl. J

Bg.

day night



EPISODE #

Dialog:

Action: BLUE NOSE TURNS AWAY.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

ADVENTURE TIME



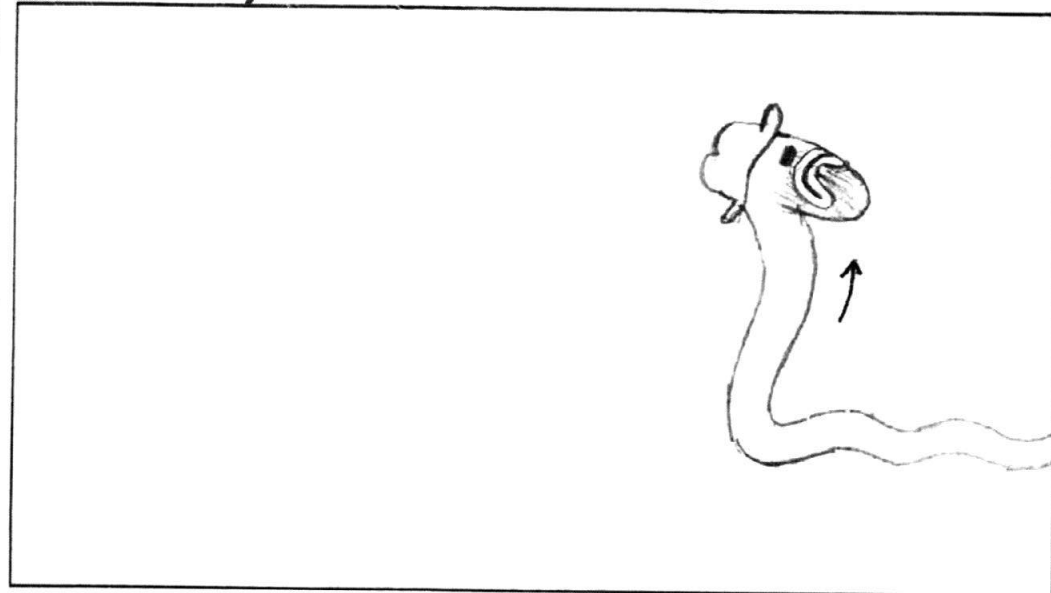
Page 171

Sc. 63 CONT

Pnl. K

Bg.

day night

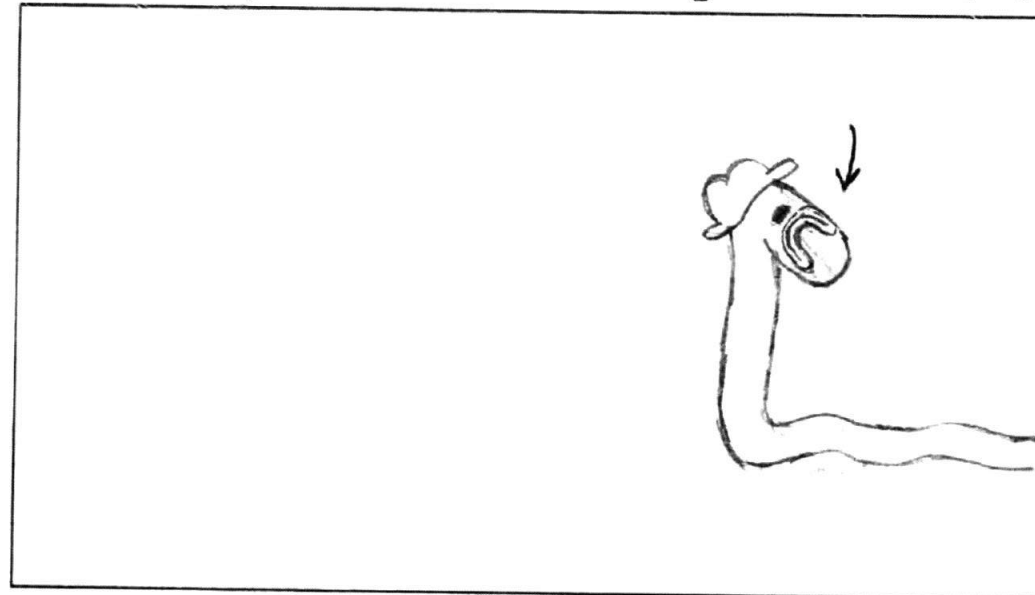


Sc. 63 CONT

Pnl. L

Bg.

day night



Dialog:

Action: BLUE NOSE LOOKS UP AND AROUND, IN LAMENTATION. TWISTING AROUND IN A TORTURED WAY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



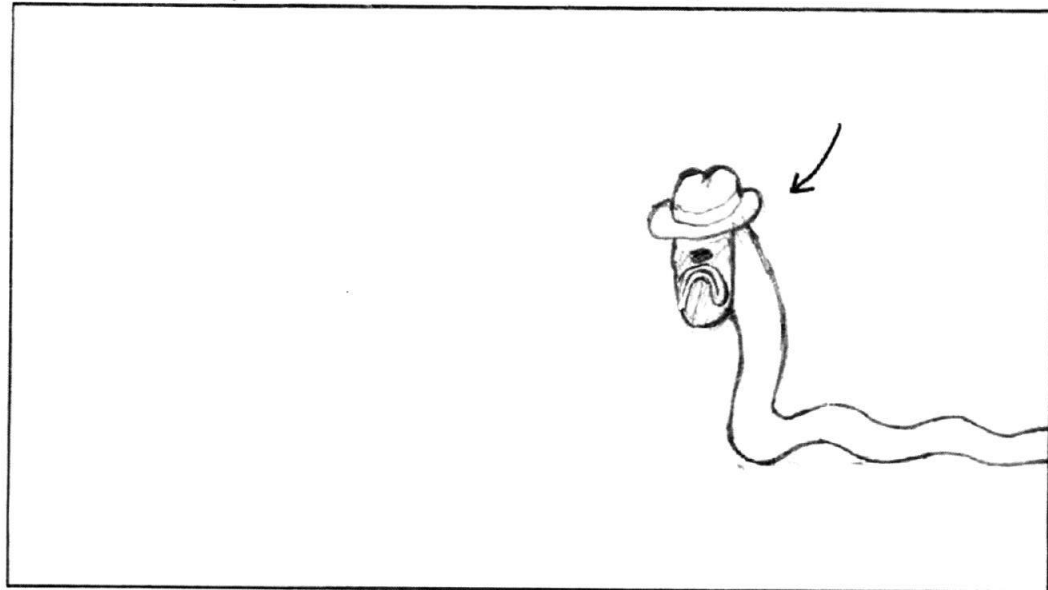
Page 172

Sc. 63 CONT

Pnl. M

Bg.

day night

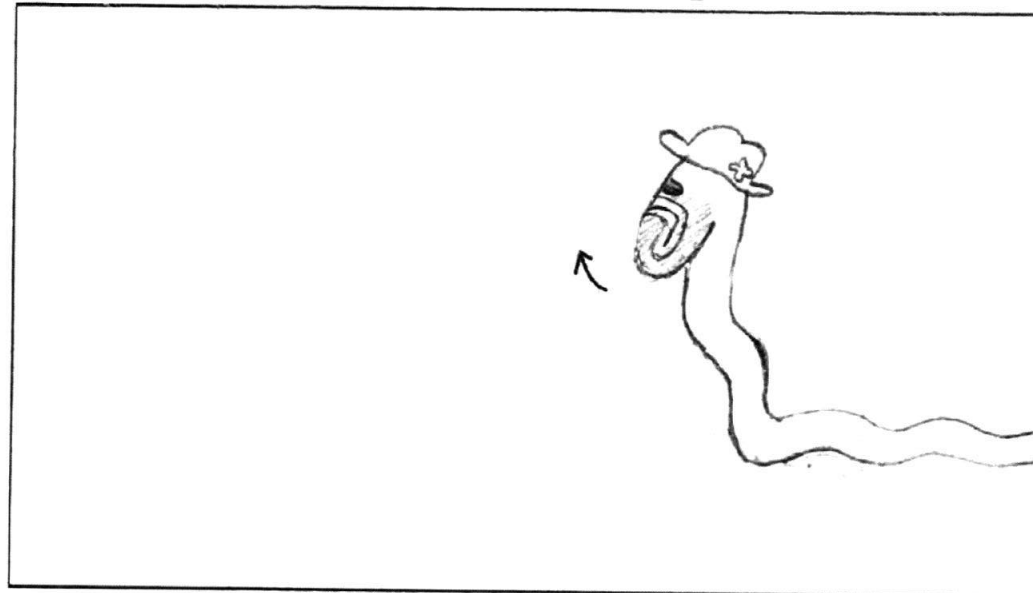


Sc. 63 CONT

Pnl. N

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



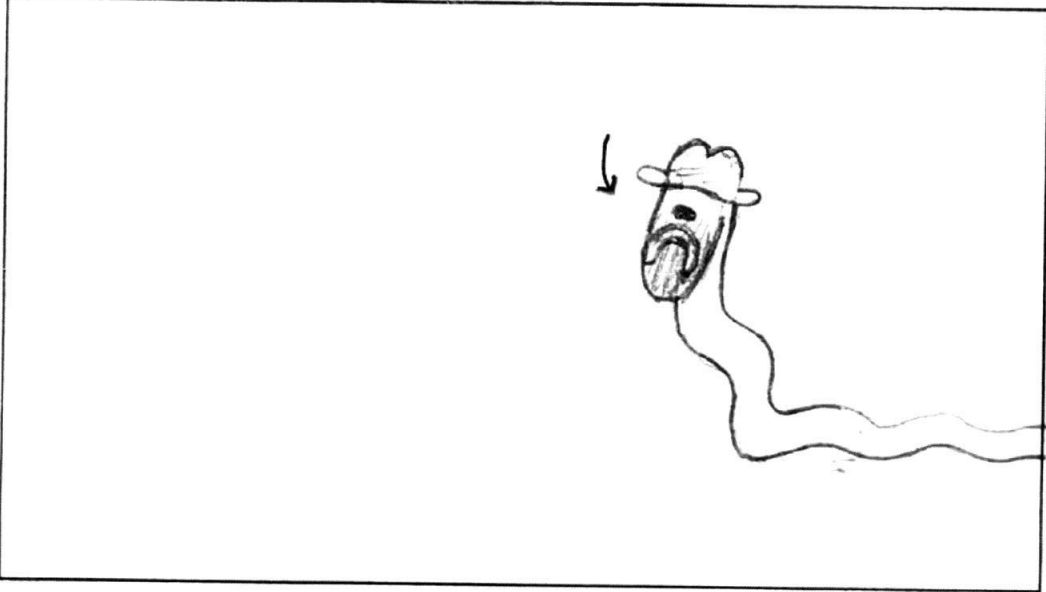
Page 173

Sc. 63 *cont*

Pnl. 0

Bg.

day night

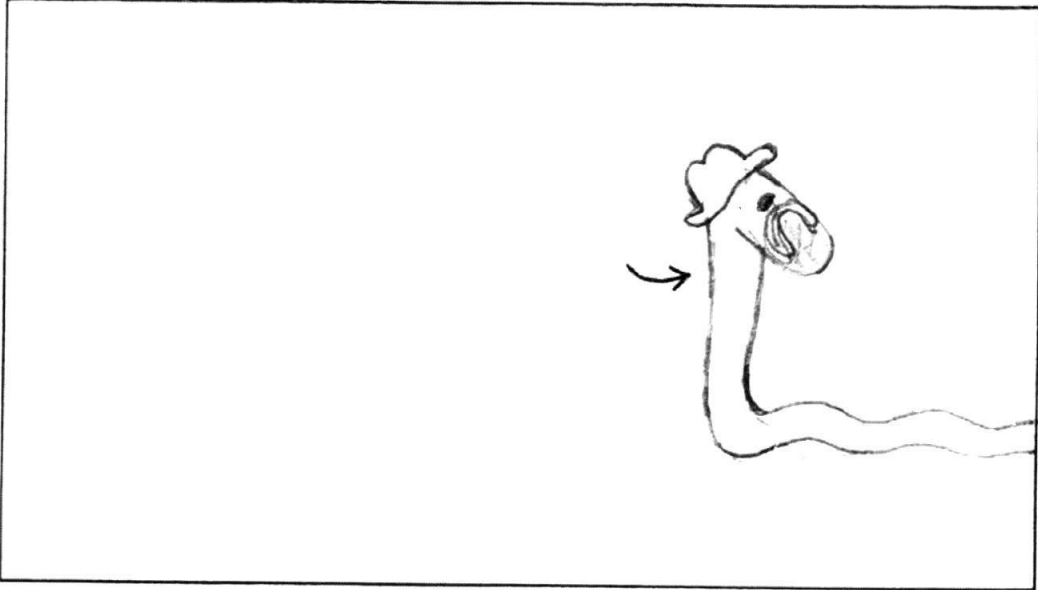


Sc. 63 *cont*

Pnl. P

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

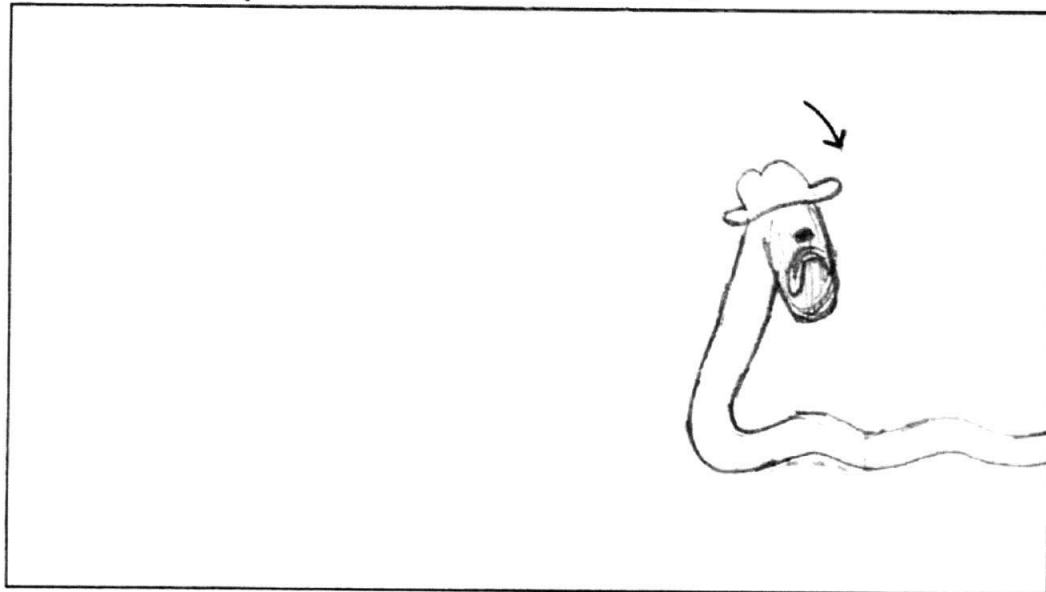


Page 174

Sc. 63 CONT Pnl. Q

Bg.

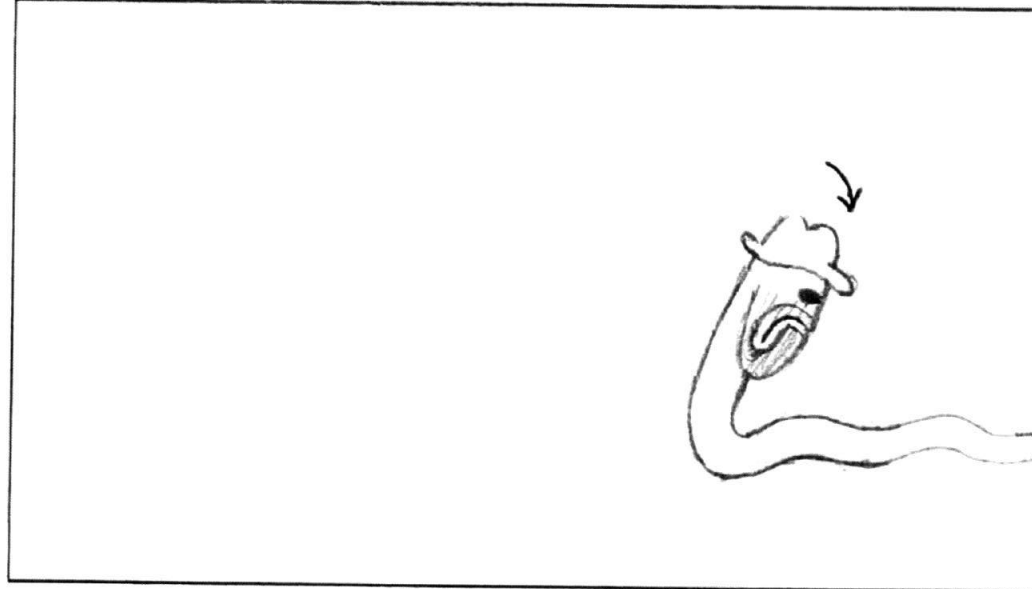
day night



Sc. 63 CONT Pnl. R

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



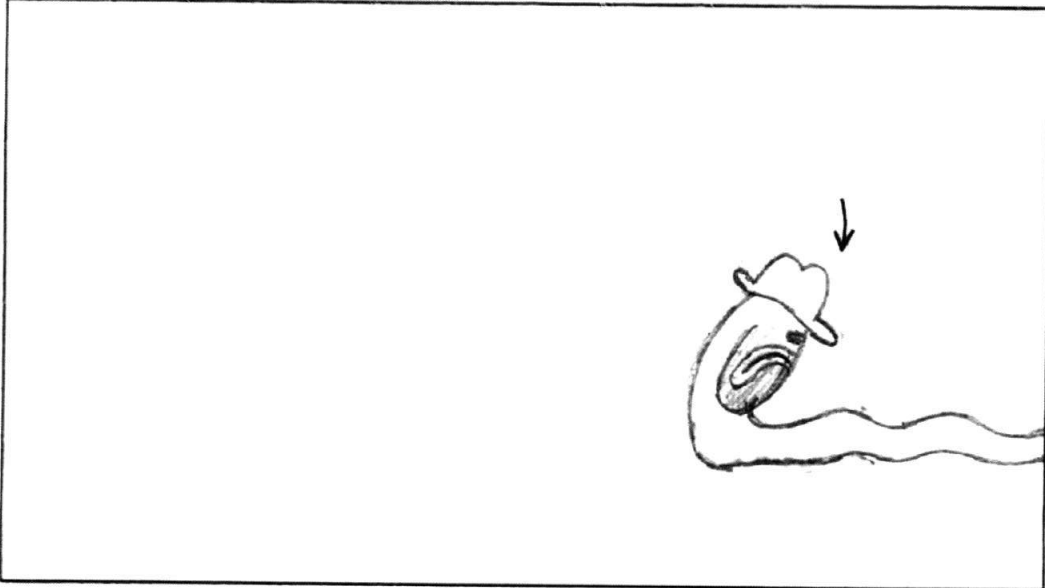
Page 175

Sc. 63 CONT

Pnl. S

Bg.

day night

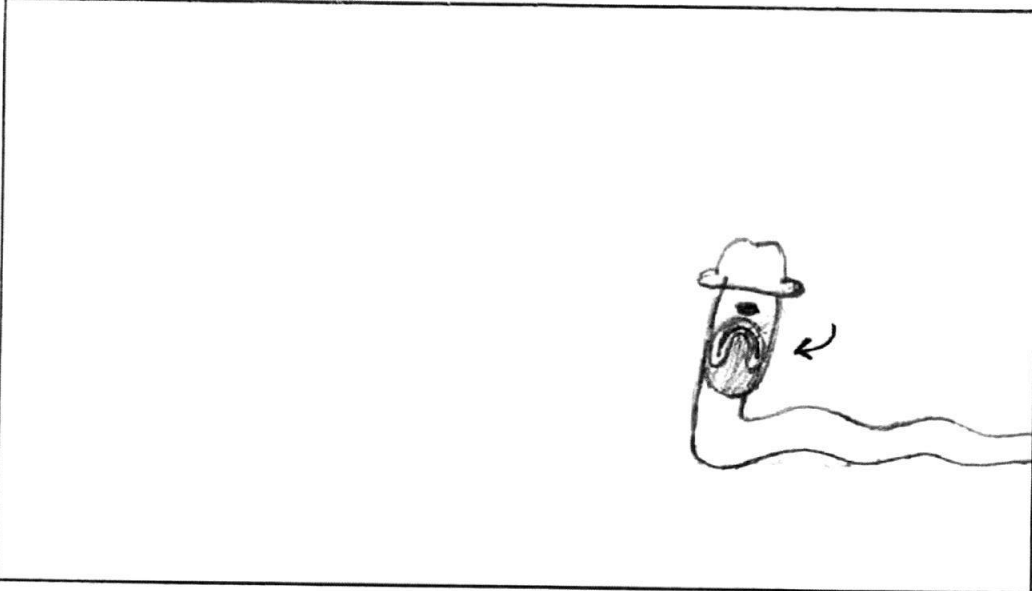


Sc. 63 CONT

Pnl. T

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



NO SC
64

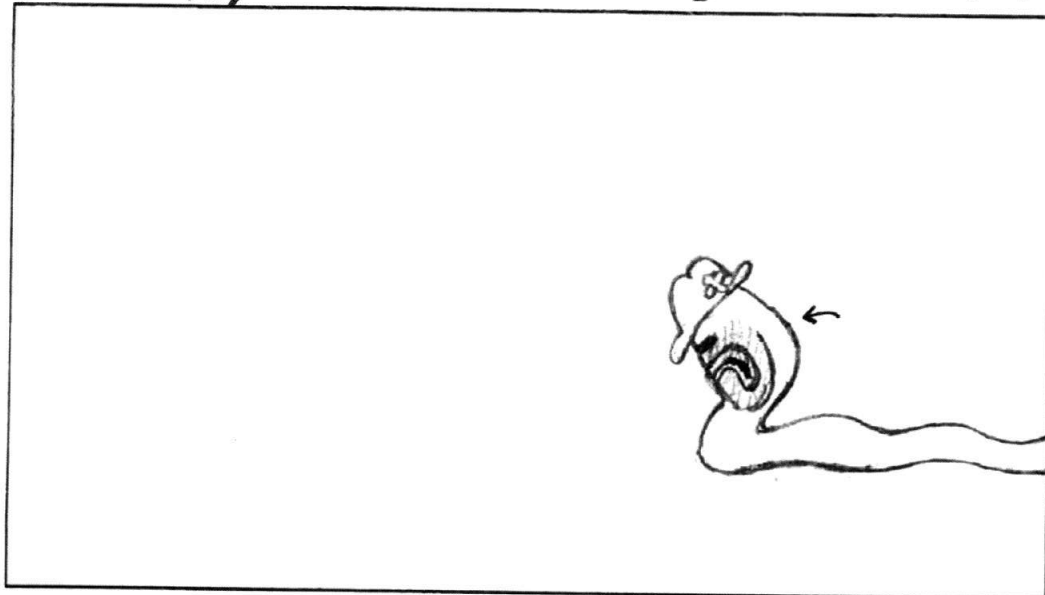
Page 176

Sc. 63 *CONT*

Pnl. U

Bg.

day night

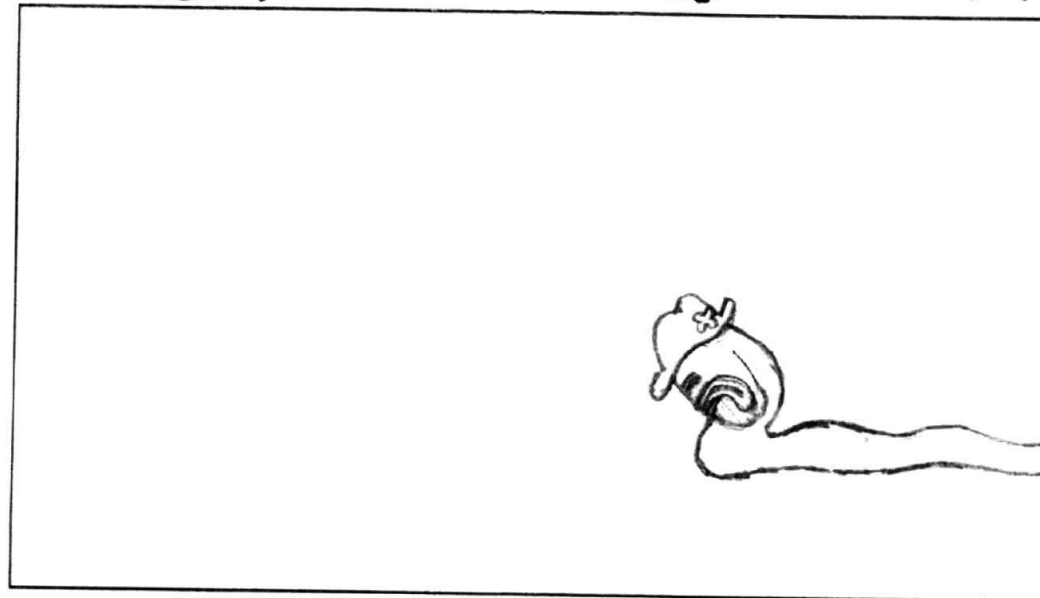


Sc. 63 *CONT*

Pnl. V

Bg.

day night



Dialog:

Action: INTO FINAL SETTLE.

FINAL POSE.

DEC 13 2013

Timing:

EPISODE #

Production :

Cut

1025/162

1025/162

1025/162

Cut

ADVENTURE TIME



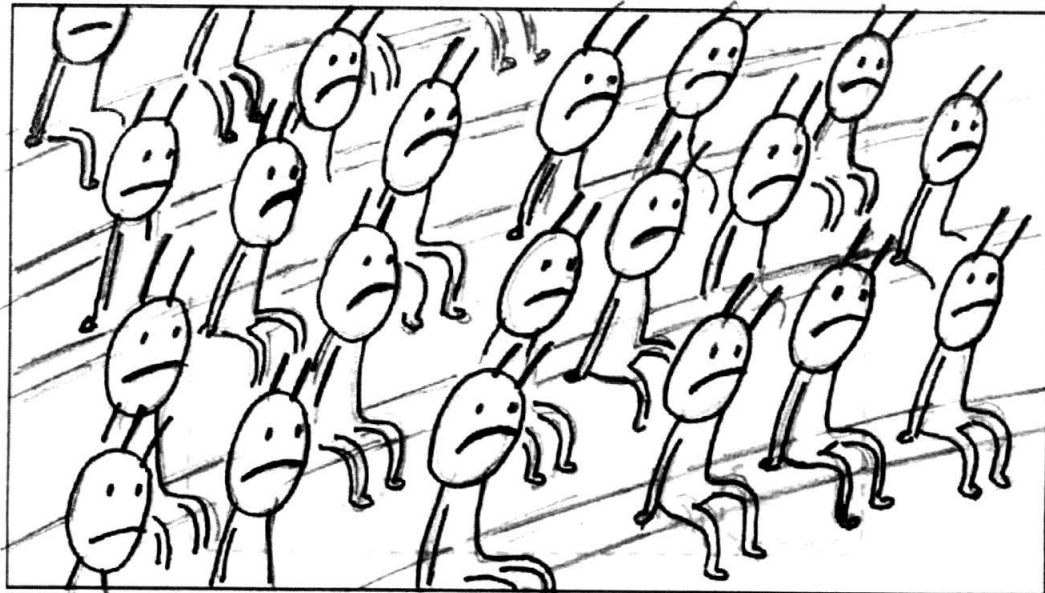
Page 177

Sc. 65

Pnl. A

Bg.

day night

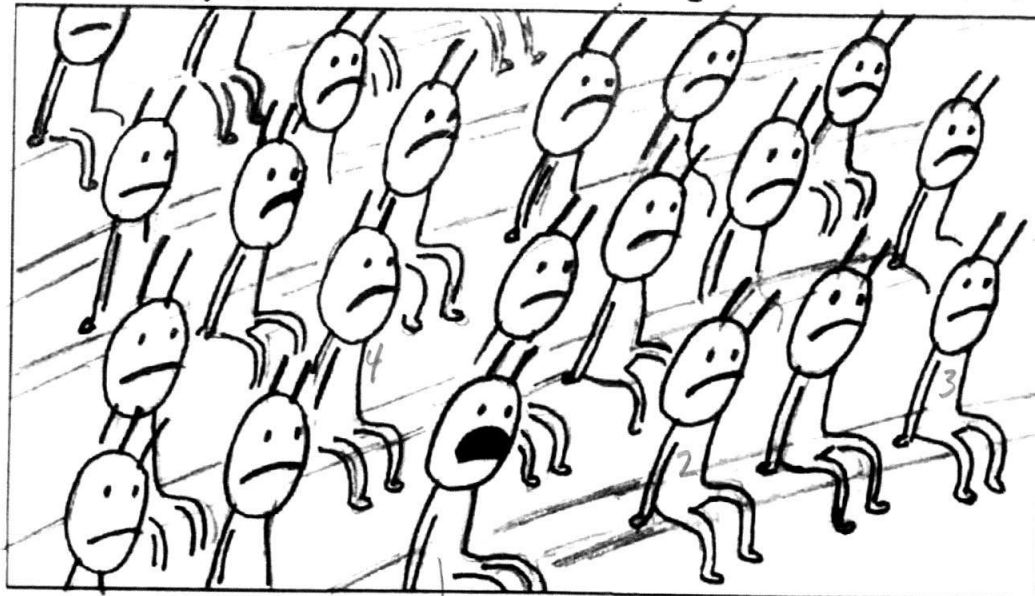


Sc. 65 CONT

Pnl. B

Bg.

day night



Dialog:

BUG NO. 1 (CONTEMPTUOUSLY): HA HA HA!

#1

Action:

CUT TO THE UNHAPPY AUDIENCE.

DEC 13 2011

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

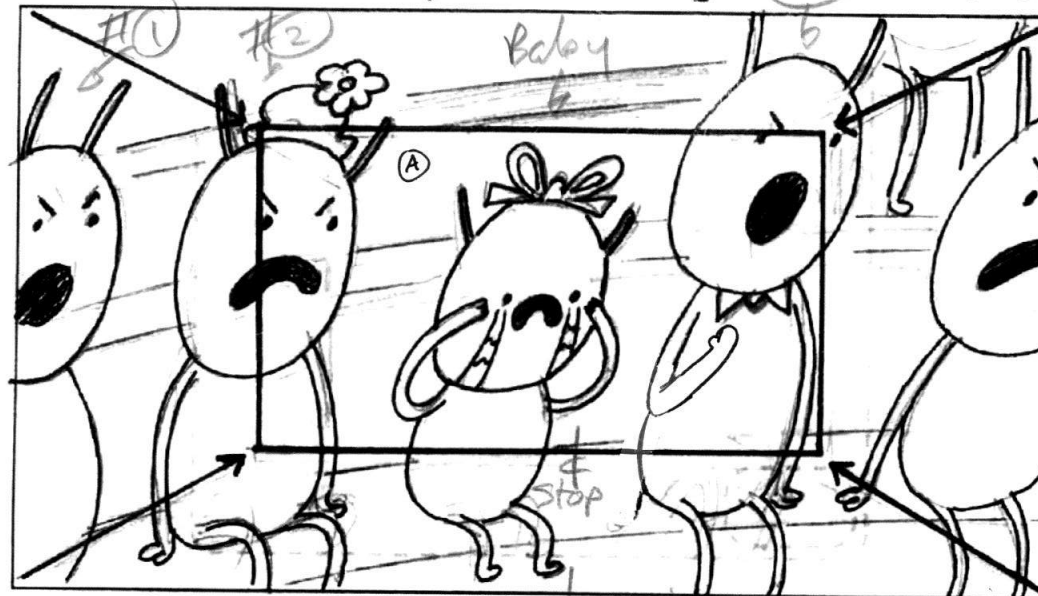


Page 178

Sc. 65 CONT Pnl. C Bg. day night



Sc. 66 Pnl. A Bg. 3 day night



EPISODE #

Dialog: AUDIENCE (ALL JOINING IN): BOO! SSSSS!
GET OUT OF IT! GET A JOB! YOU STINK!
REFUND! POO NOSE!

Action:

Timing:



AUDIENCE CONT: BOO! LOSER! WAKE UP!
PHOOEY! PTODEY!

- CLOSER SHOT OF AUDIENCE.
- TRUCK IN ON BABY GIRL BUG, WHO HAS BEEN SCARED BY BLUE NOSE'S ACT (AND BY THE AUDIENCE'S REACTION).

DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



179

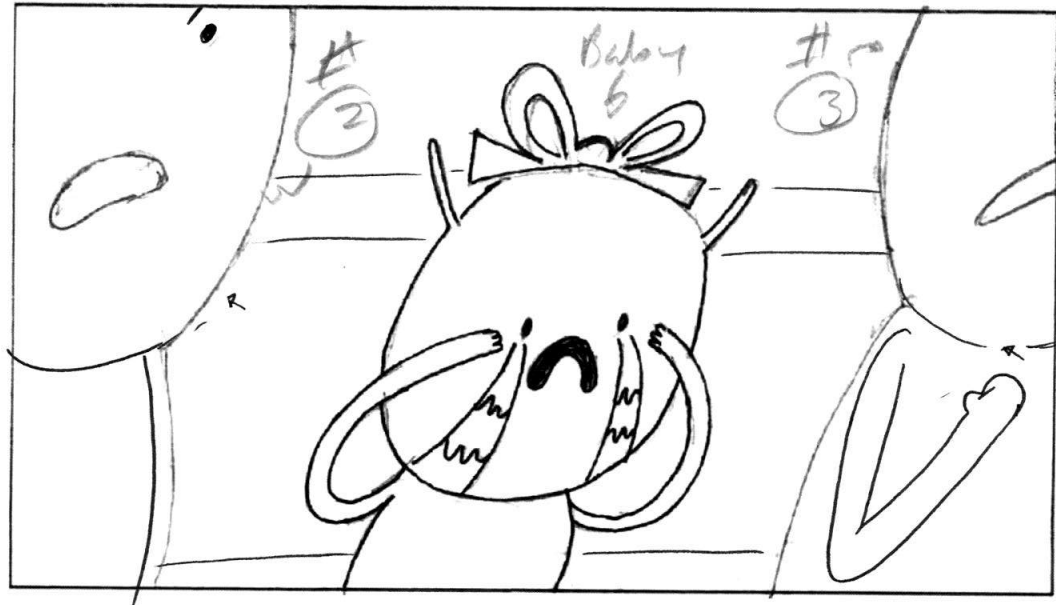
Page

Sc. 66 *cont*

Pnl. B

Bg.

day night

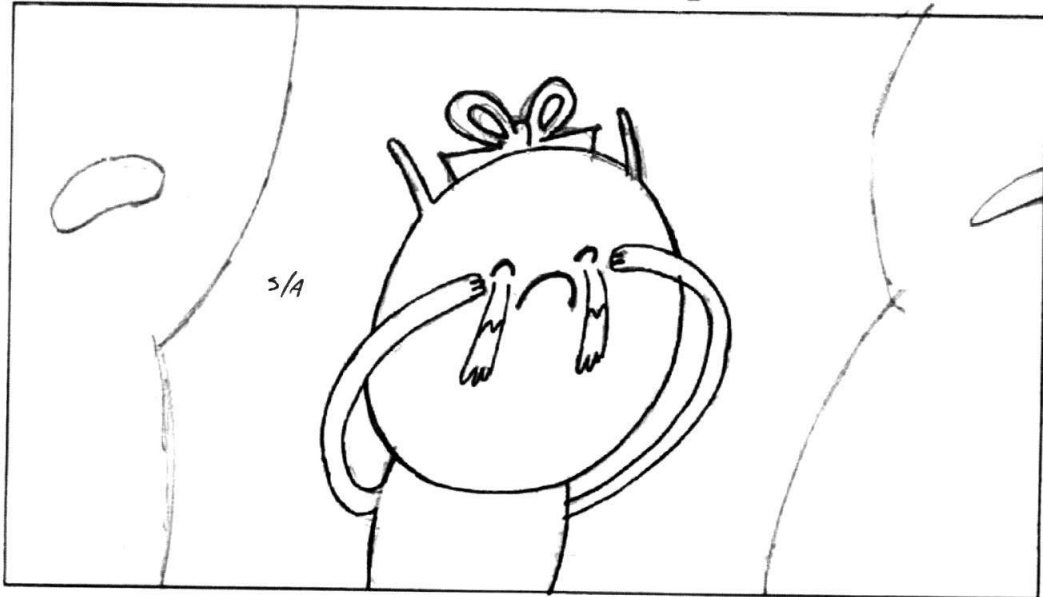


Sc. 66 *cont*

Pnl. C

Bg.

day night

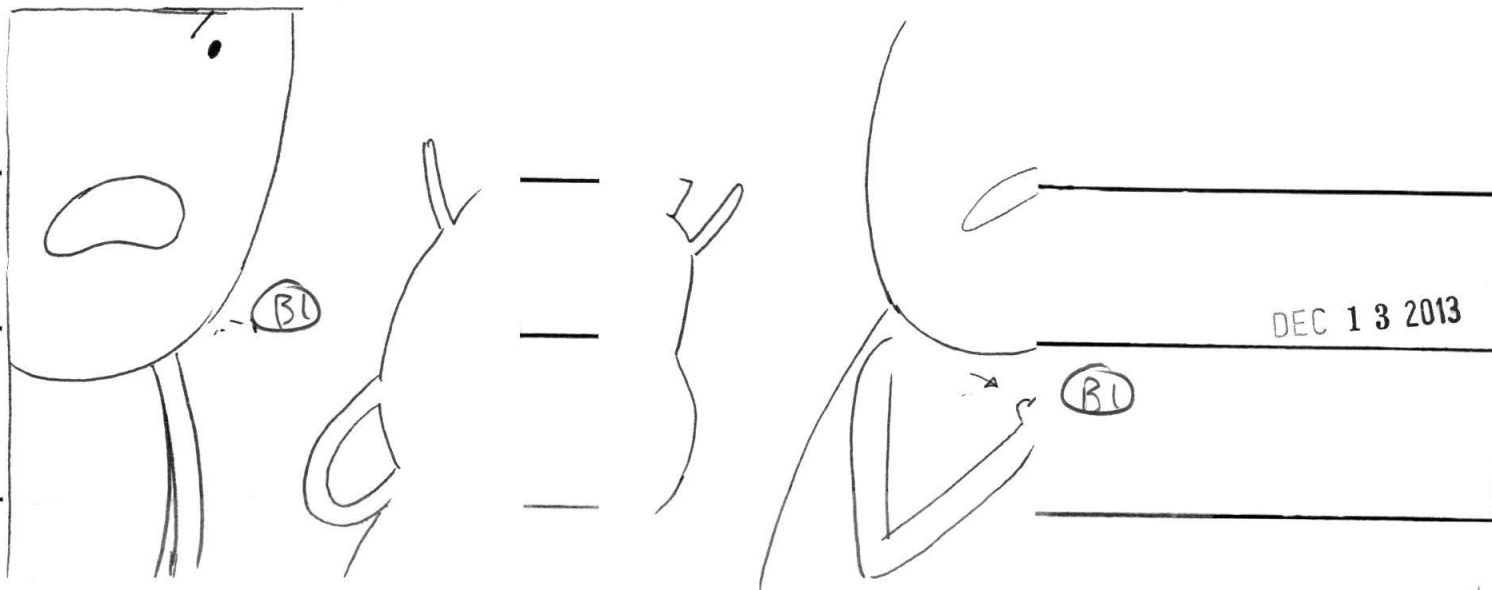


Dialog:

SFX: * SNIFFLING *

Action:

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 66 *cont*

Pnl. D

Bg.

day night

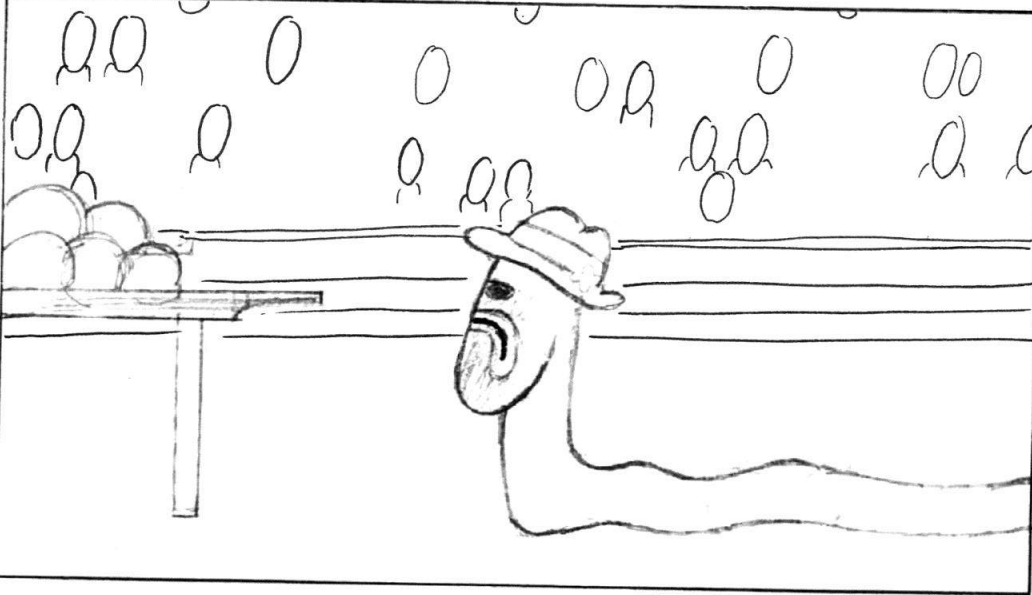


Sc. 67

Pnl. A

Bg.

day night



Dialog:
Action:
Timing:

CUT BACK TO BLUE NOSE.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

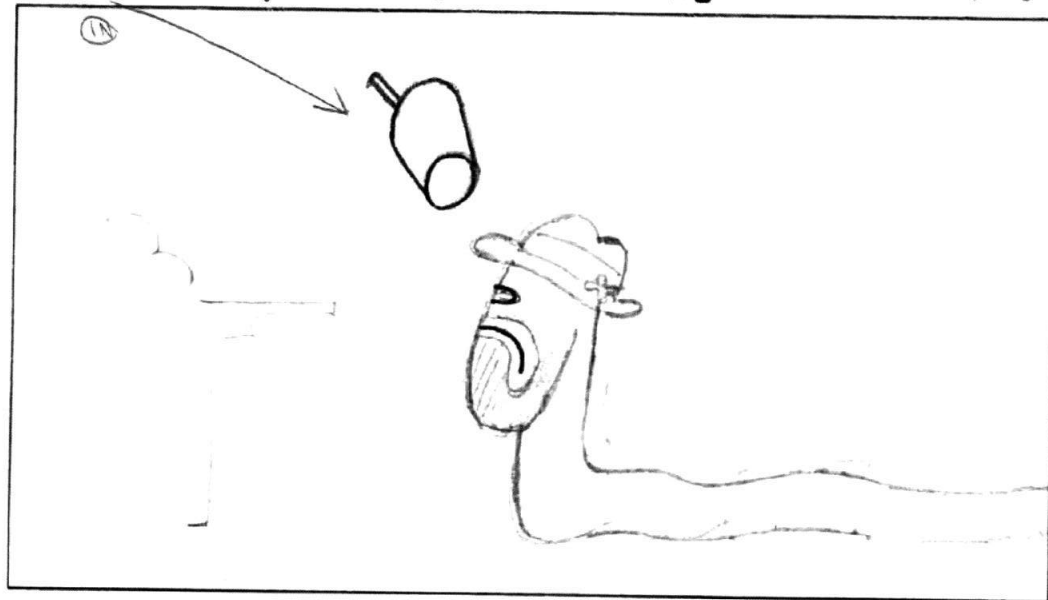


Page 181

Sc. 67 *CONT* Pnl. B

Bg.

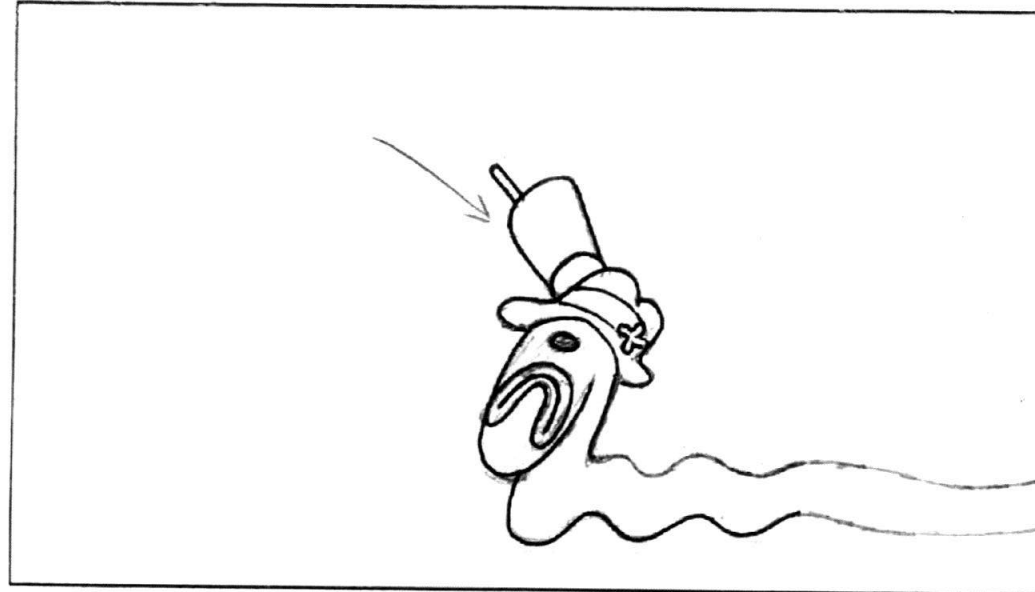
day night



Sc. 67 *CONT* Pnl. C

Bg.

day night



Dialog:

Action: A LARGE PAPER CUP FLIES IN.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

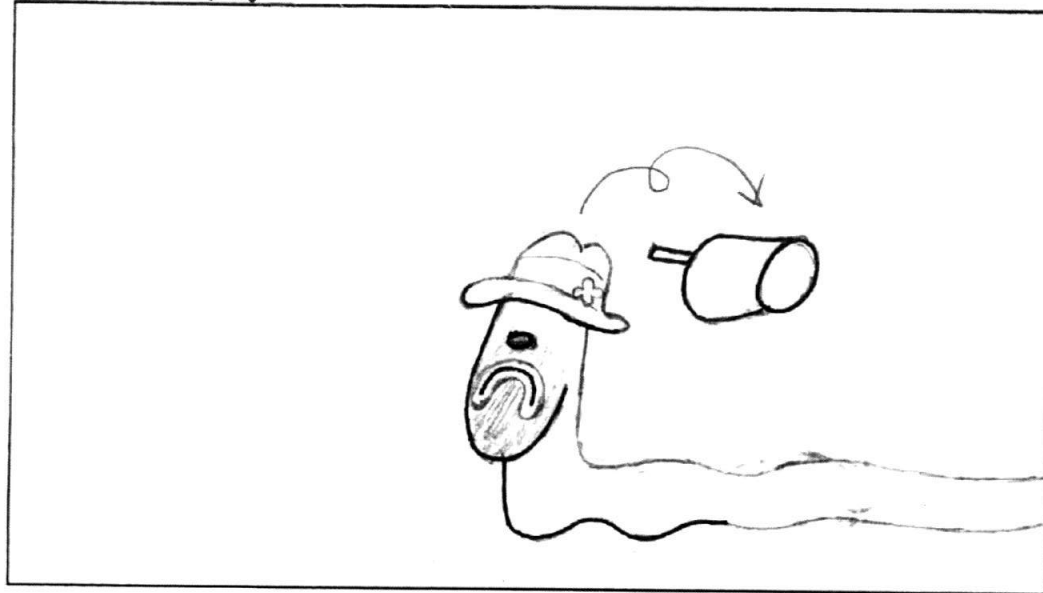


Page 182

Sc. 67 *CONT* Pnl. D

Bg.

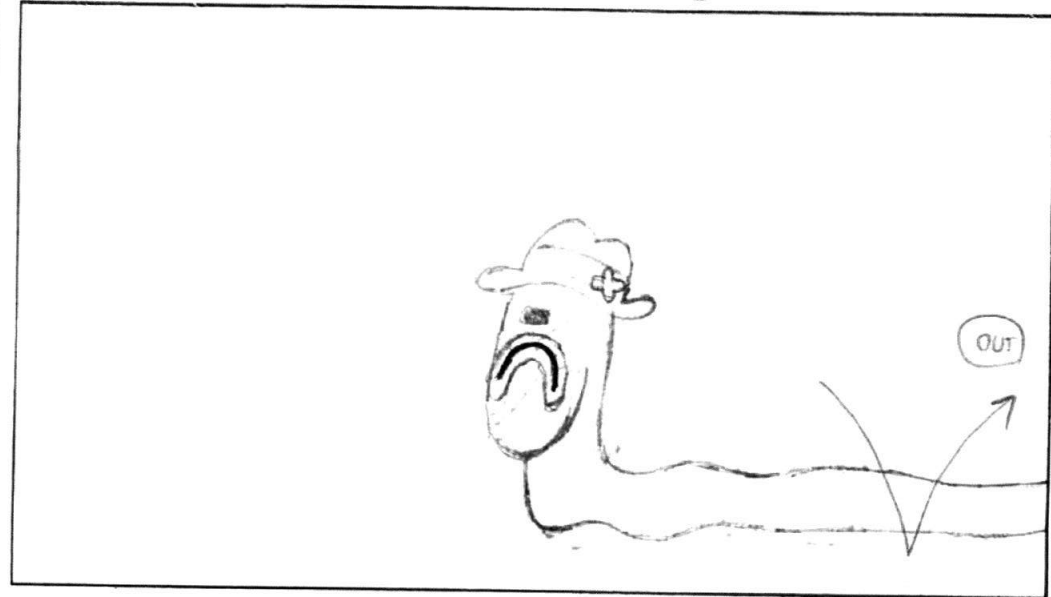
day night



Sc. 67 *CONT* Pnl. E

Bg.

day night



EPISODE #

Dialog:

Action:

- CUP BOUNCES OFF, S

DEC 13 2013

Timing:

Production :

1025/162

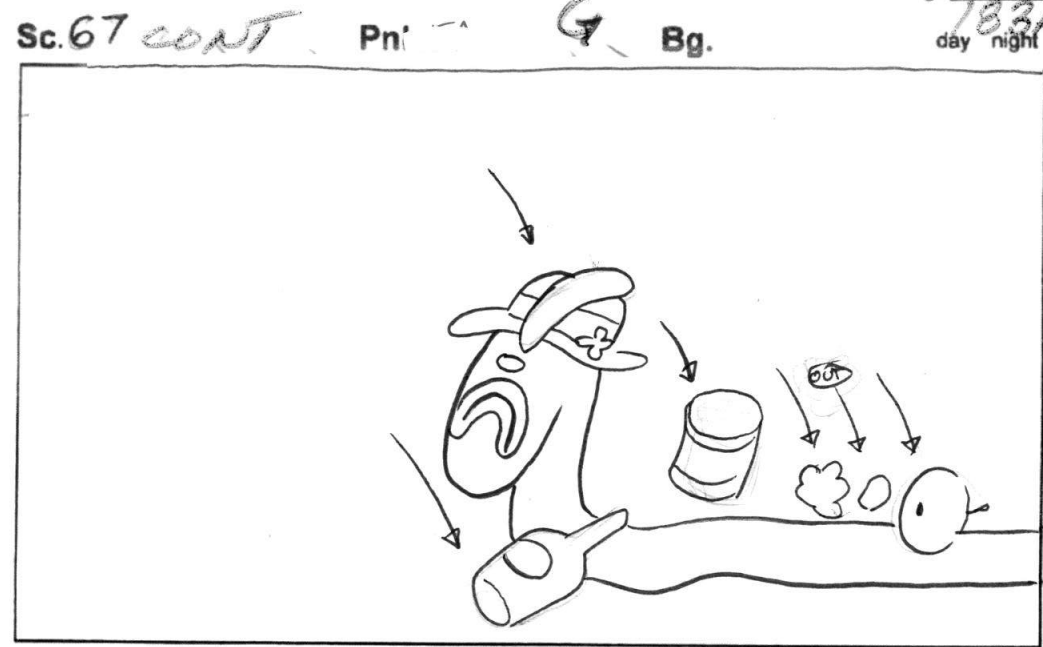
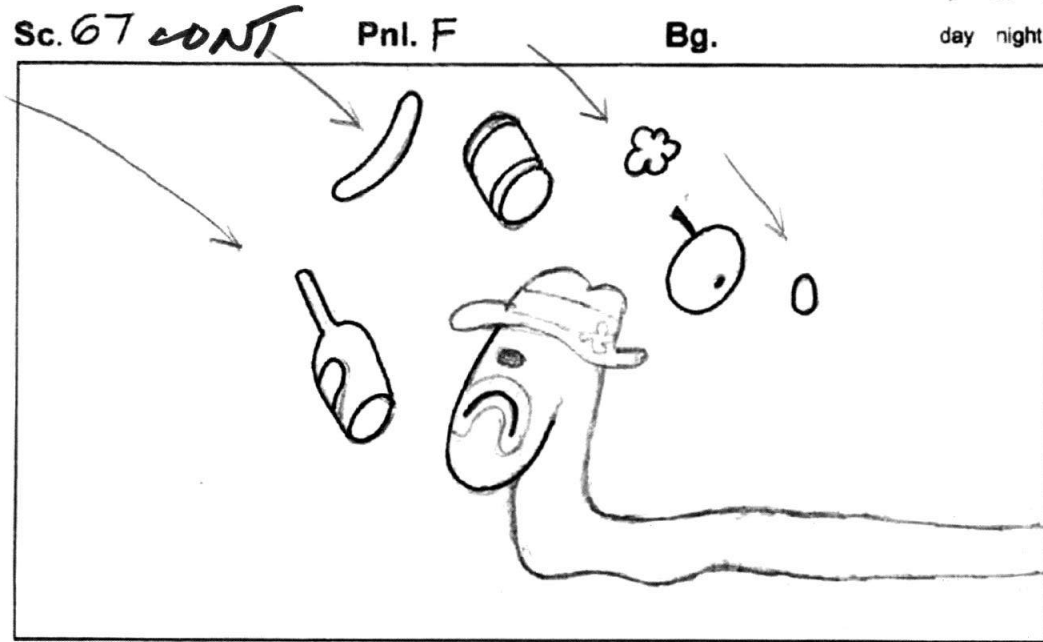
1025/162

1025/162

ADVENTURE TIME



Page 183
183A NEXT
day night



EPISODE #

Dialog:

AUDIENCE: BOOOOOO!

Action:

A WAVE OF GARBAGE FLIES THROUGH THE SCENE.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 183A
 day night 1938 NEXT

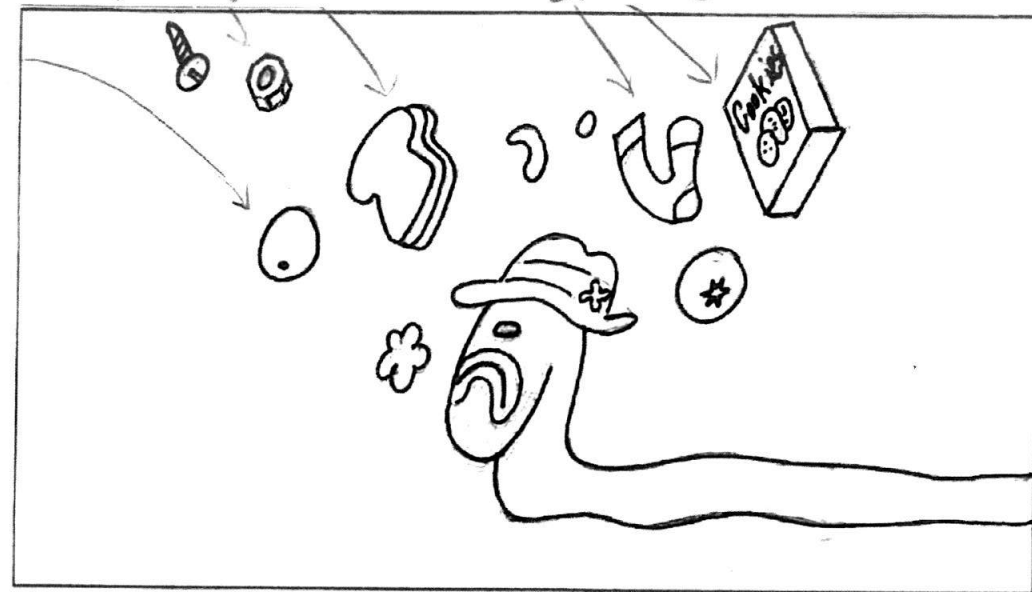
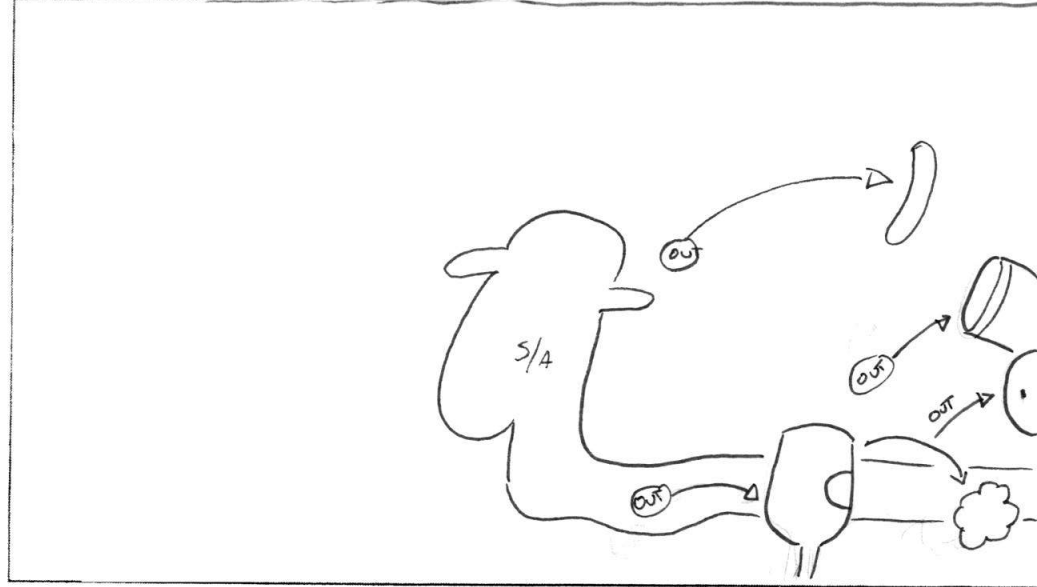
Sc. 67 CONT Pnl. H Bg.

day night

Sc. 67 CONT

Pnl.

I Bg.



Dialog:

Action:

ANOTHER WAVE OF GARBAGE FCIES THROUGH

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



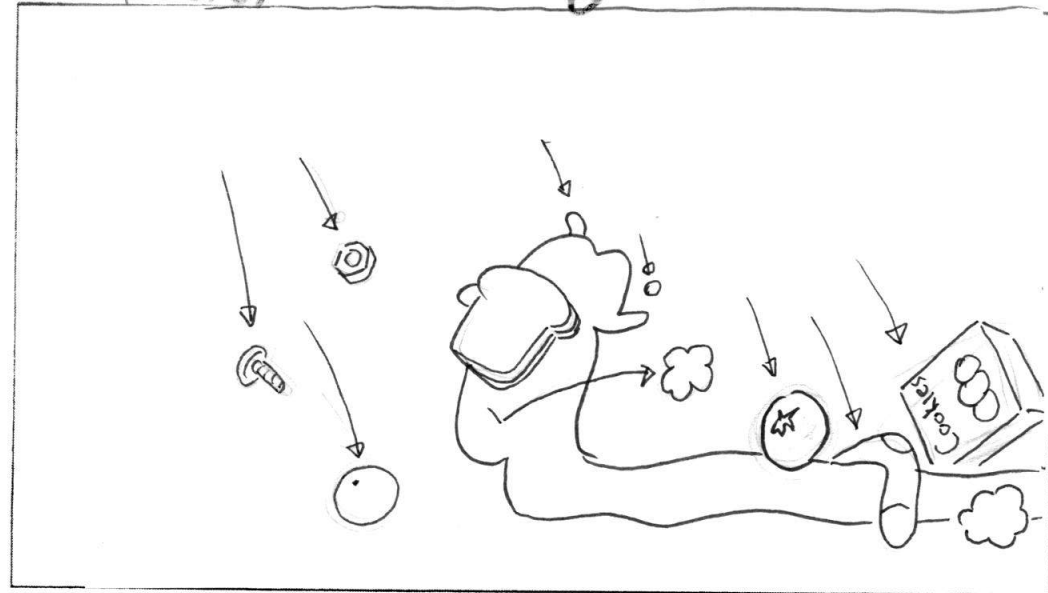
Page 18313

day night 184 NEXT

Sc. 67 CONT Pnl. D Bg.

day night

Sc. 67 CONT Pnl. K Bg.



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

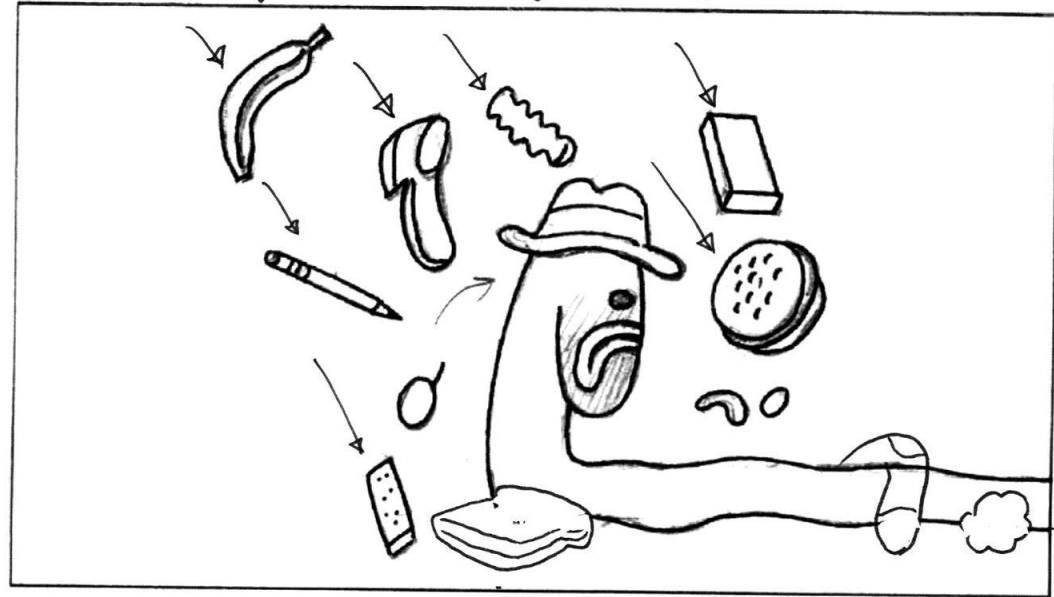
1025/162

ADVENTURE TIME

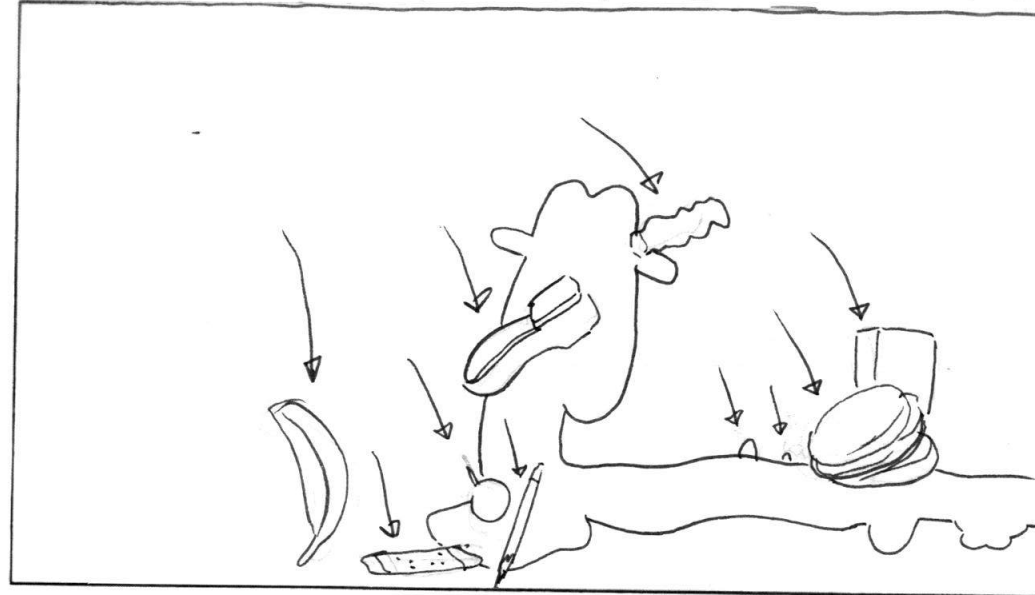


Page 184
104A NEXT
 day night

Sc. 67 cont Pnl. L Bg. day night



Sc. 67 cont Pnl. M Bg. day night



Dialog:	
Action:	3RD WAVE OF GARBAGE. BLUE NOSE TURNS.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 67 CONT

Pnl.

N

Bg.

day night

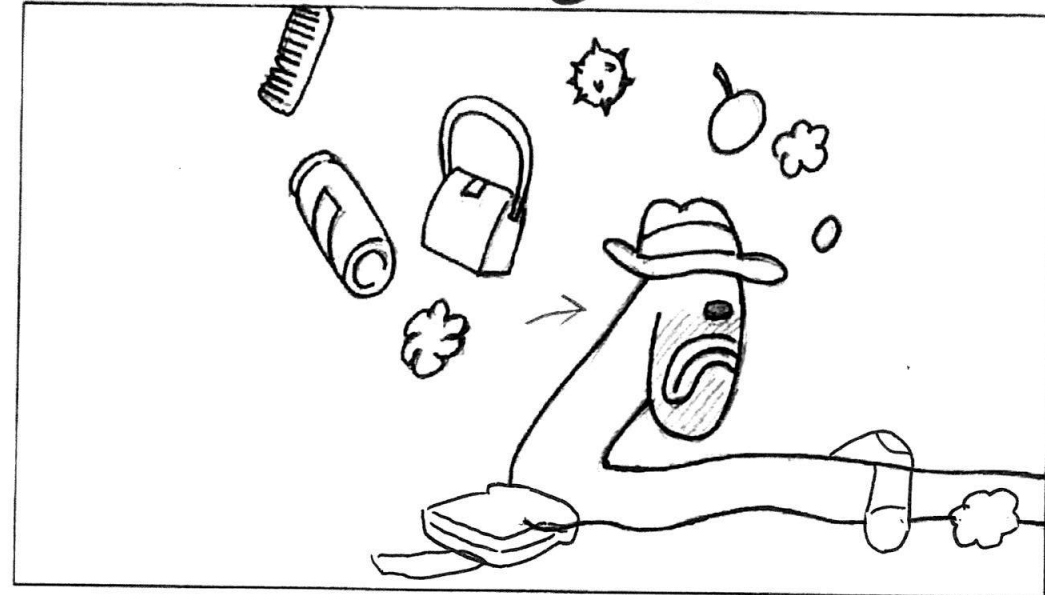
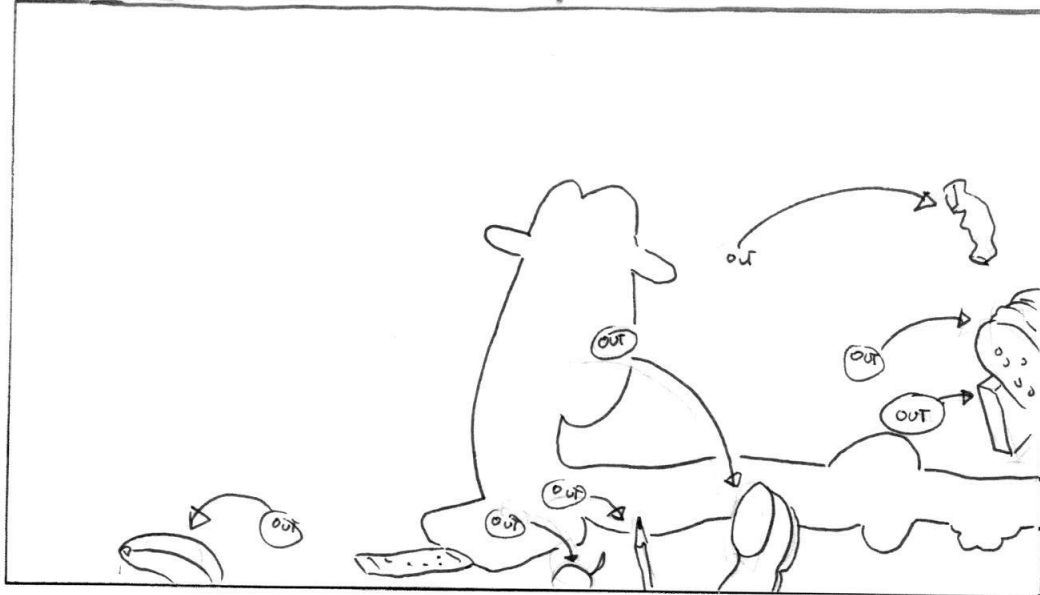
Sc. 67 CONT

Pnl.

O

Bg.

Page 184A
1040 NEXT
day night



Dialog:

Action:

4TH WAVE OF GARBAGE.
BLUE NOSE BEGINS A RETREAT.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



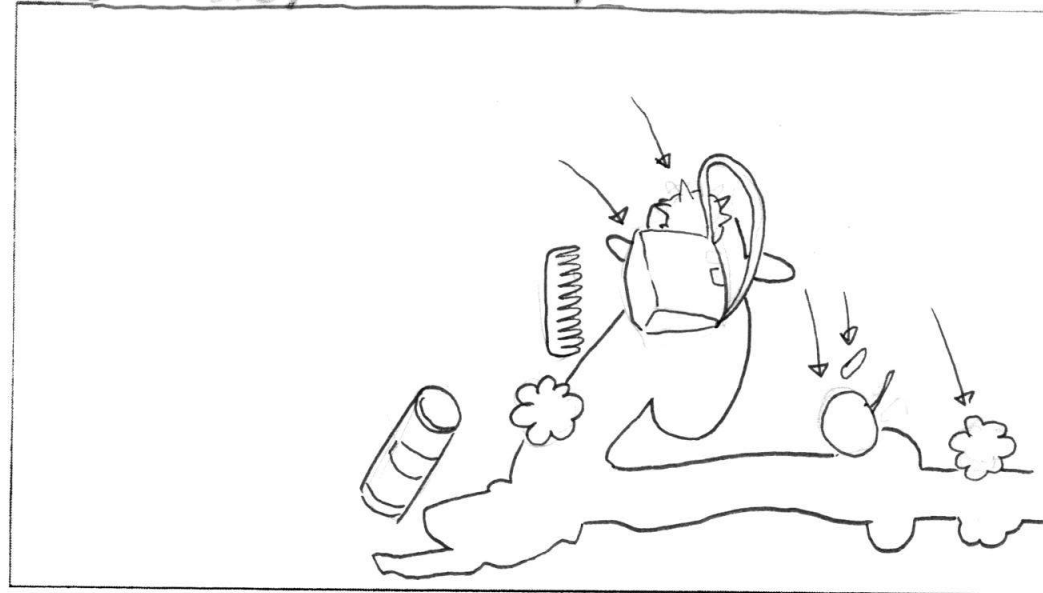
Page **184.B**
 day night **185 NEXT**

Sc. **67 CONT** Pnl. **...** Bg. **P**

day night

Sc. **67 CONT**

Pnl. **...** Bg. **Q**



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

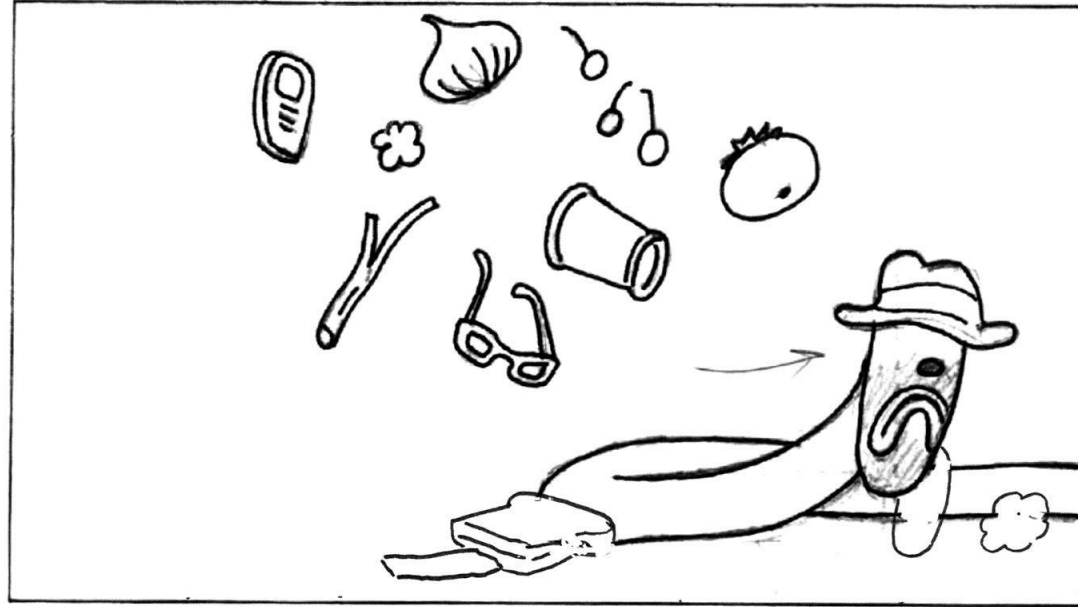
ADVENTURE TIME



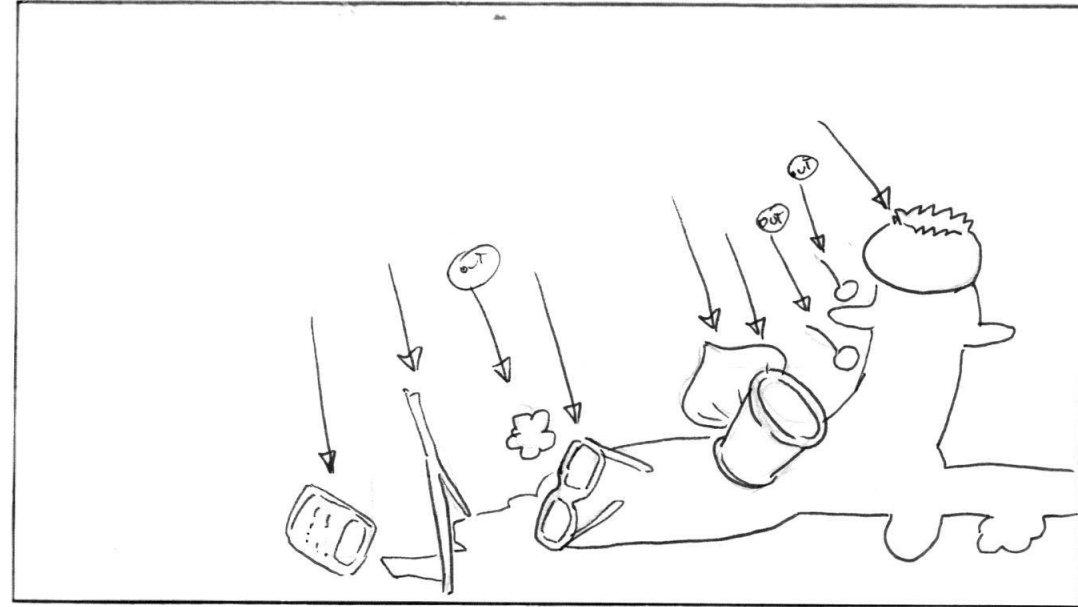
Page 185
185A EXT
day night

Sc. 67 CONT Pnl. R Bg.

day night



Sc. 67 CONT Pnl. S Bg.



EPISODE #

Dialog:

Action: 5TH WAVE.
BLUE NOSE RETREATS.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

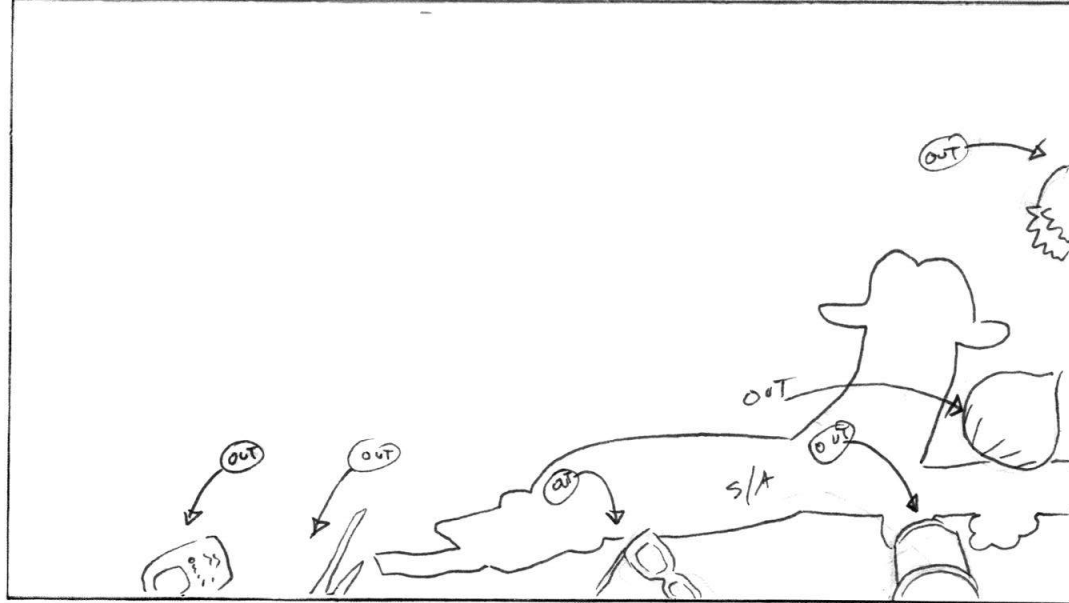
ADVENTURE TIME



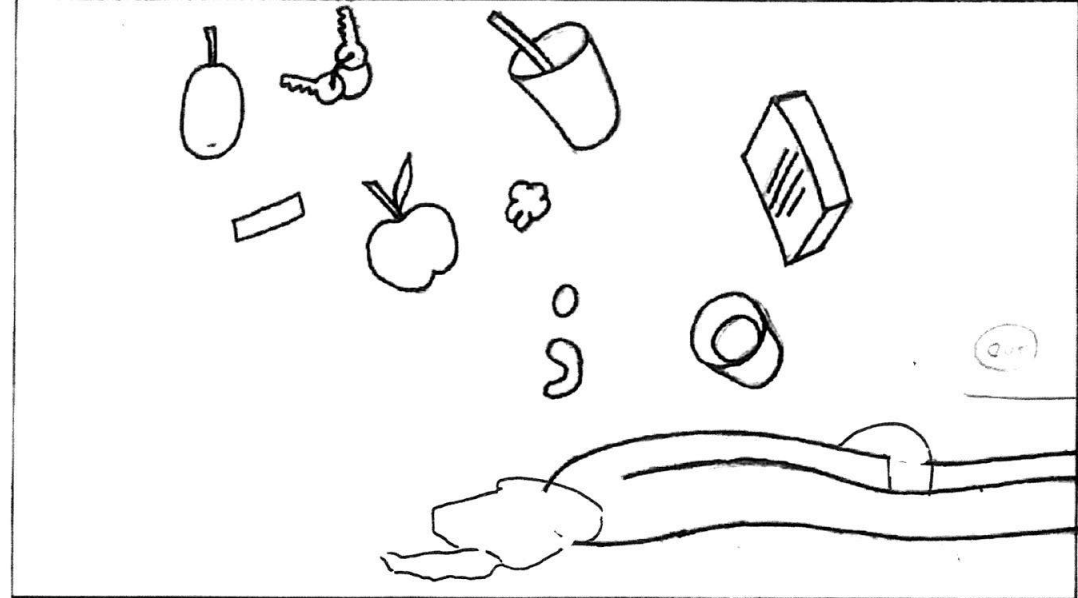
Page 185A
1000 NEXT
day night

Sc. 67 CONT Pnl. T Bg.

day night



Sc. 67 CONT Pnl. U Bg.



EPISODE #

Dialog:	
Action:	6TH WAVE. BLUE NOSE FACE IS O.S.
Timing:	DEC 13 2013

Production :

1025/162

1025/162

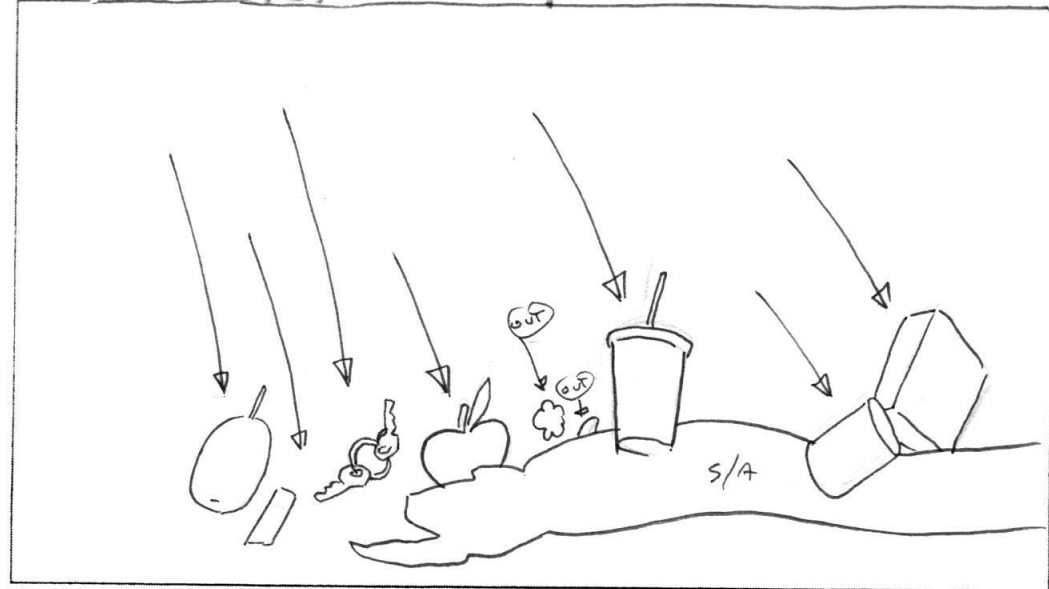
1025/162

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ADVENTURE TIME



Sc. 67 CONT Pnl. V Bg. day night



Sc. 67 CONT Pnl. W Bg. day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

Page 185B
136 NEW

1025/162

1025/162

ADVENTURE TIME



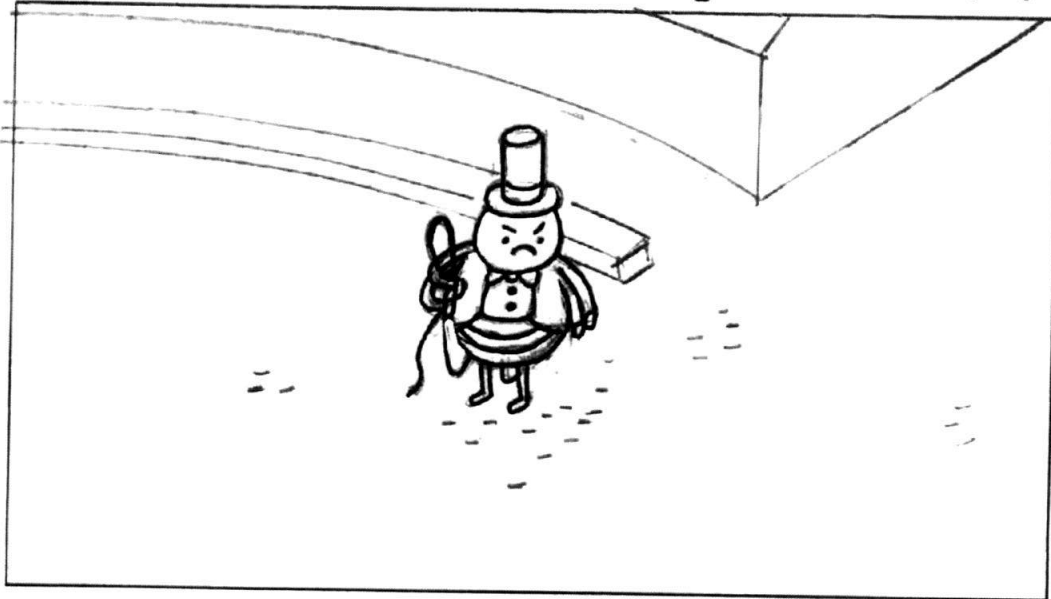
Page 186

Sc. 68

Pnl. A

Bg.

day night

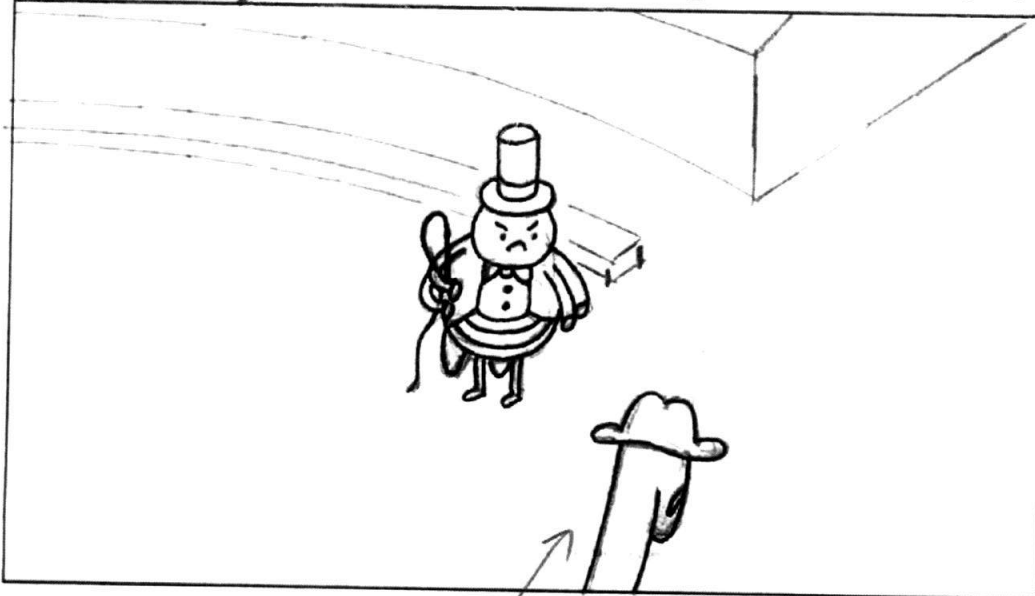


Sc. 68 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

WIDE ON ANGRY RINGMASTER.

BLUE NOSE COMES INTO VIEW.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



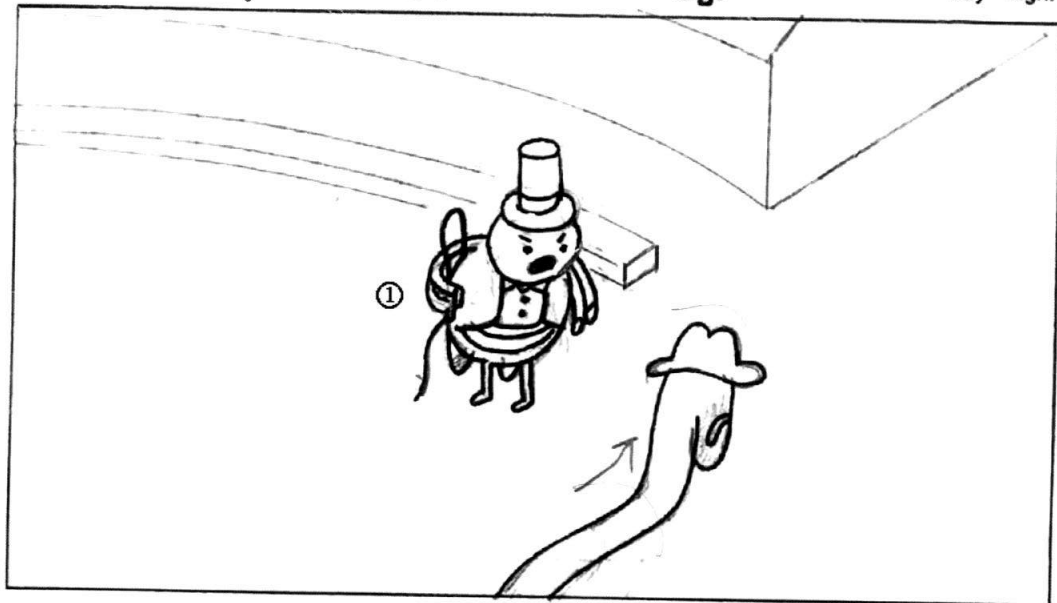
Page 187

Sc. 68 CONT

Pnl. C

Bg.

day night

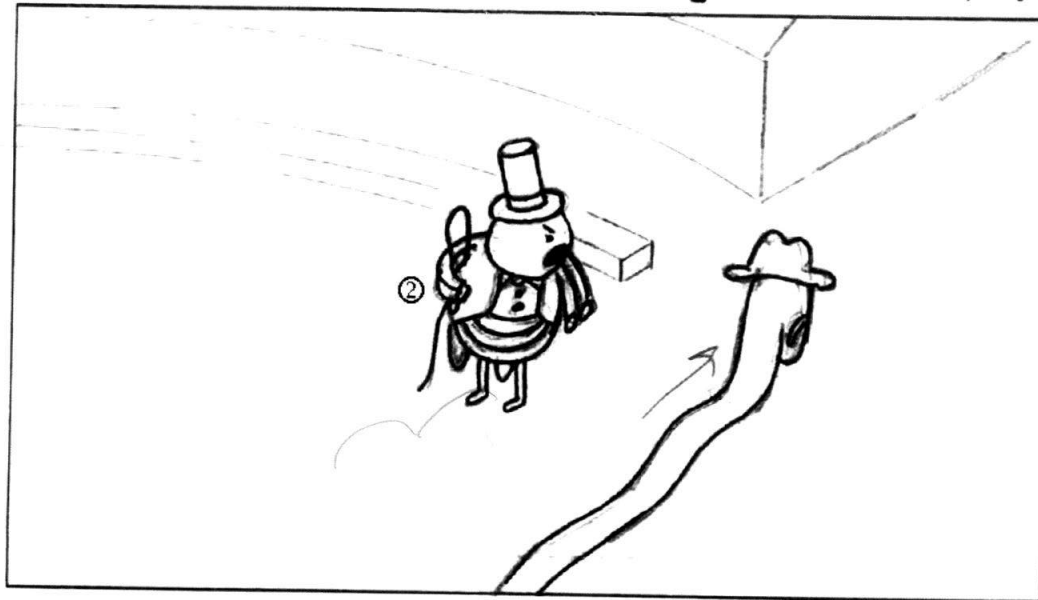


Sc. 68 CONT

Pnl. D

Bg.

day night

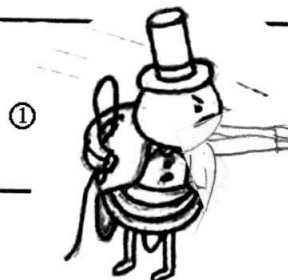


Dialog: RINGMASTER: TOO MUCH ARTSY, NOT ENOUGH FARTSY.

RINGMASTER: WE'VE TALKED ABOUT THIS, CLOWN.

Action: BLUE NOSE CONTINUES THROUGH (TO EXIT).

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

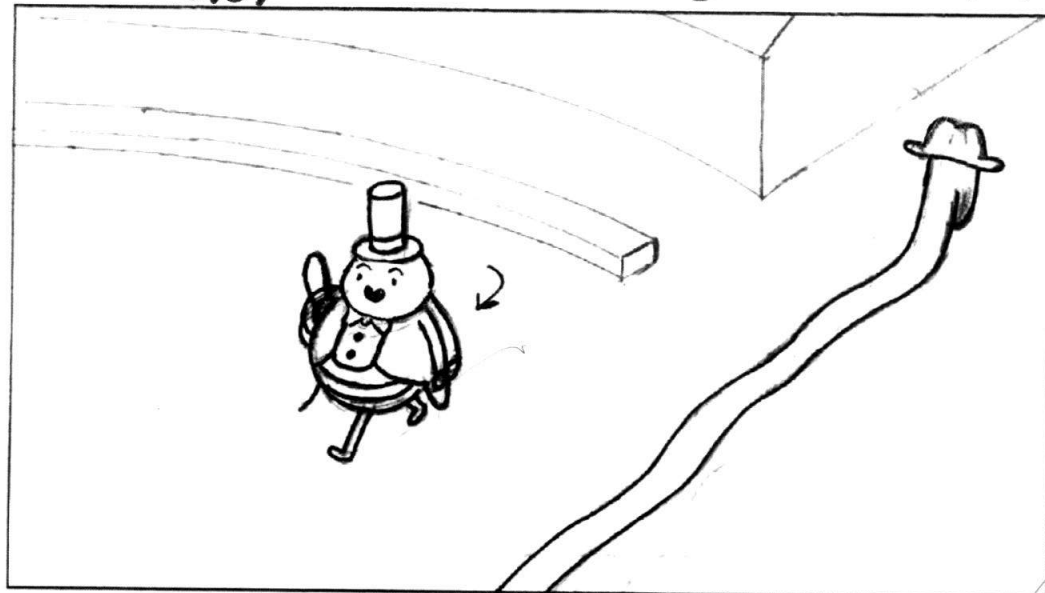


Page 188

Sc. 68 *cont* Pnl. E

Bg.

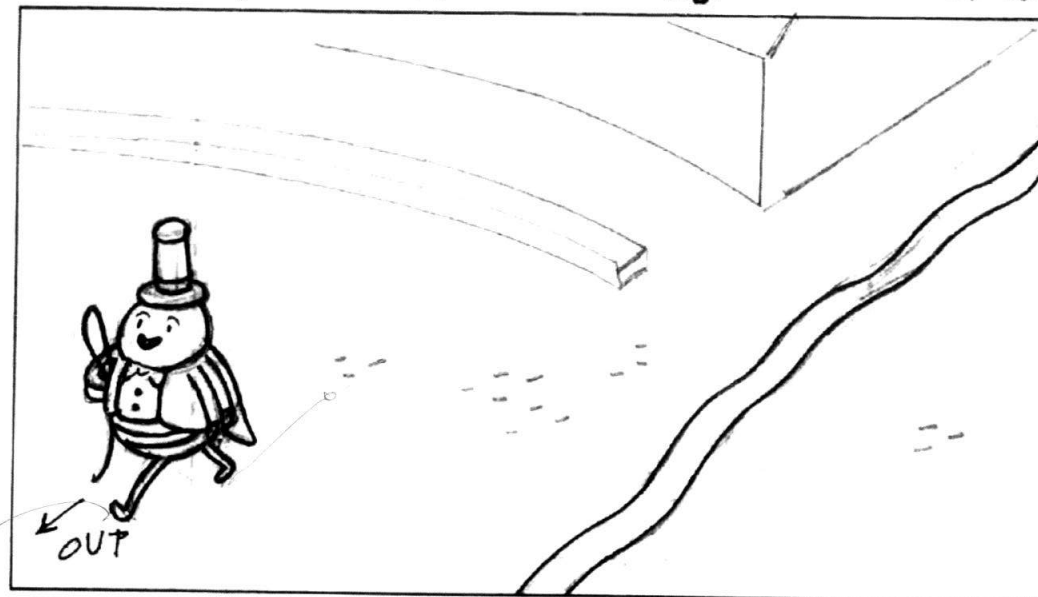
day night



Sc. 68 *cont* Pnl. F

Bg.

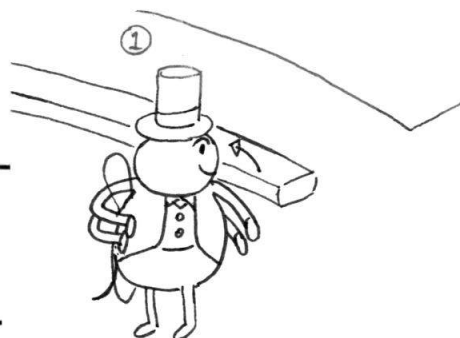
day night



Dialog:

Action: RINGMASTER TURNS, TO EXIT SCREEN LEFT,
WHILE BLUE NOSE EXITS SCREEN RIGHT.

Timing:



DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

cut

1025/162

Cut

ADVENTURE TIME



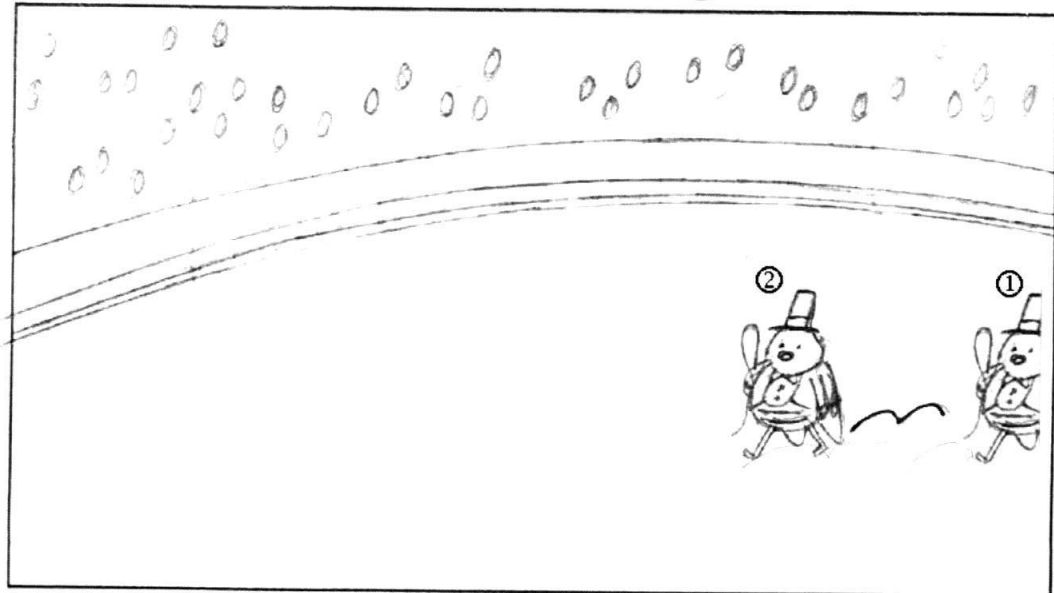
Page 189

Sc. 69

Pnl. A

Bg.

day night

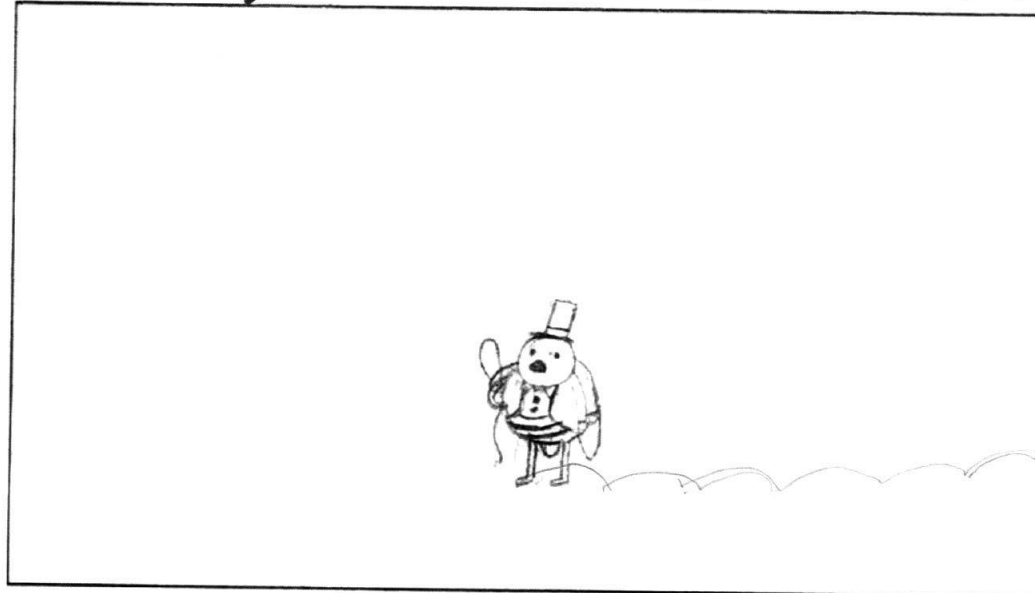


Sc. 69 *CONT*

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: HA HA! WASN'T THAT
SOMETHING ...

RINGMASTER: LADIES AND GENTLEMEN, BOYS ...

Action:

WIDE ON RINGMASTER WALKING TO THE
CENTER OF THE RING.

RINGMASTER STOPS.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

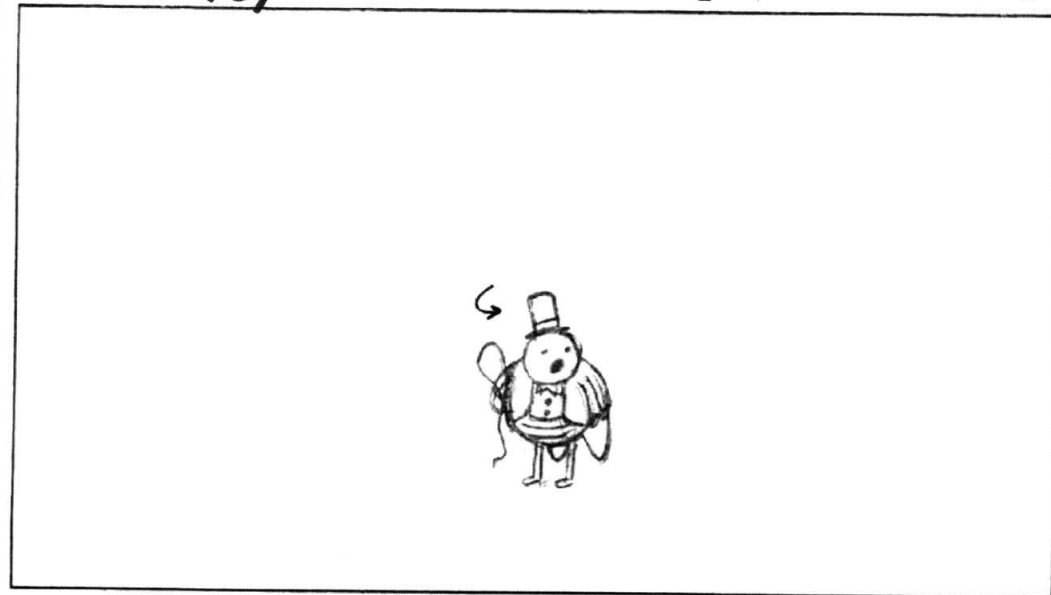


Page 190

Sc. 69 *CONT* Pnl. C

Bg.

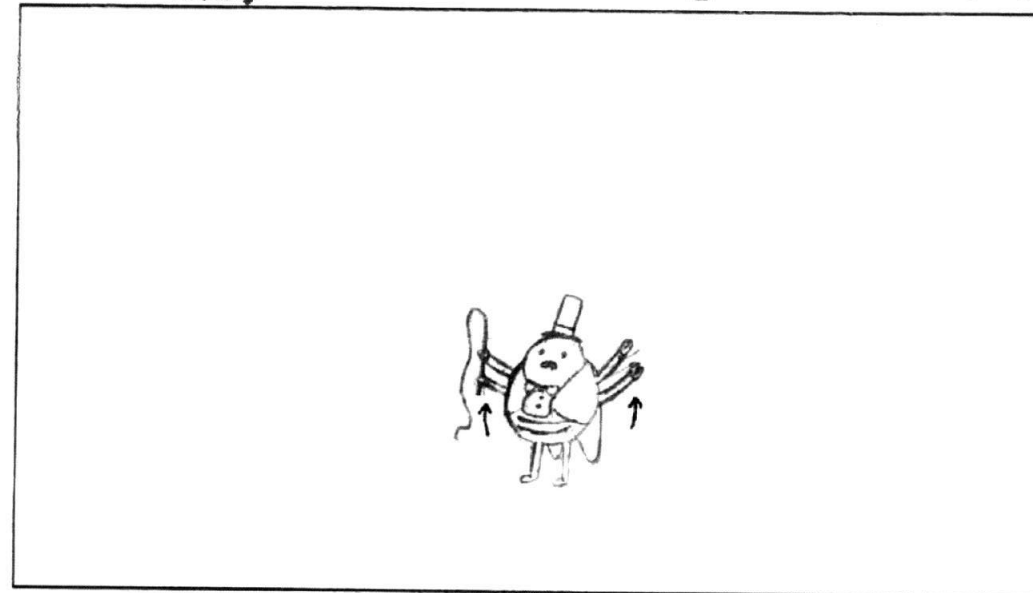
day night



Sc. 69 *CONT* Pnl. D

Bg.

day night



Dialog: RINGMASTER: ... AND GIRLS, YOU'RE
PERFECTLY SAFE,

RINGMASTER: BUT AT THIS TIME I'D LIKE TO ASK

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

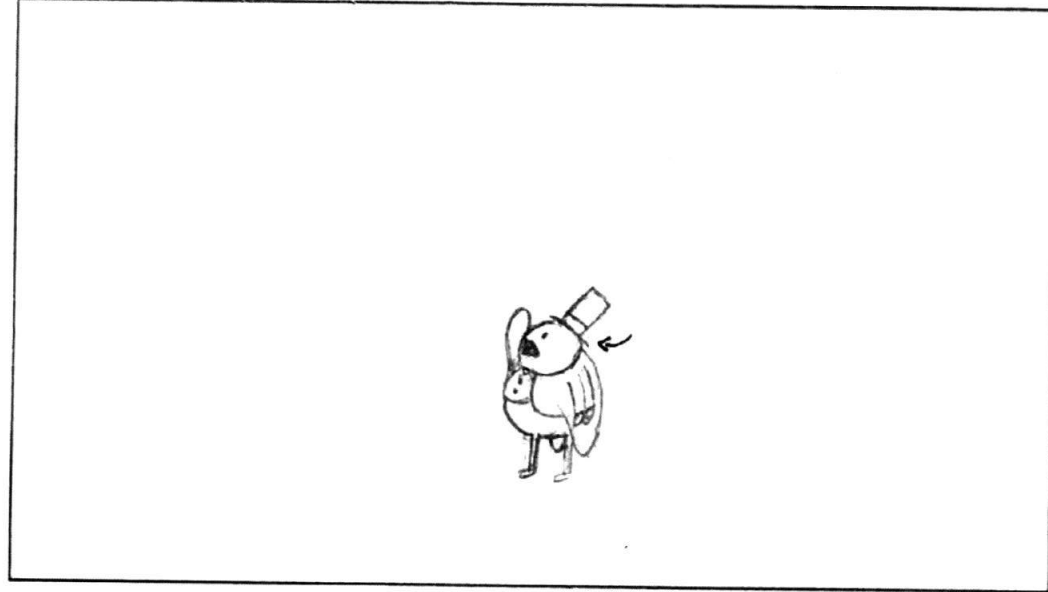


Page 191
day night

Sc. 69 *CONT* Pnl. E

Bg.

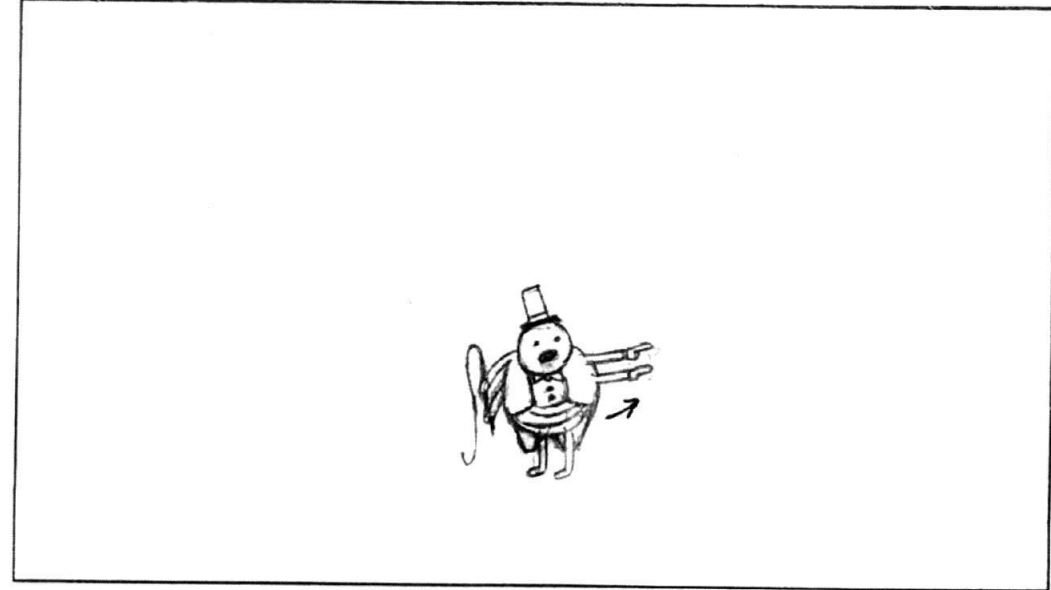
day night



Sc. 69 *CONT* Pnl. F

Bg.

day night



Dialog: RINGMASTER : ANYONE WITH A MEDICAL
CONDITION

RINGMASTER : to please leave the premises at once.

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



NO
SC
70

Sc. 69

CONT

Pnl. G

Bg.

day night

Sc. 69

CONT

Pnl. H

Bg.

Page 192

day night



Dialog: RINGMASTER: WHAT YOU'RE ABOUT TO WITNESS

RINGMASTER: WITH YOUR OWN EYES

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

Cut

1025/162

1025/162

Cut

ADVENTURE TIME



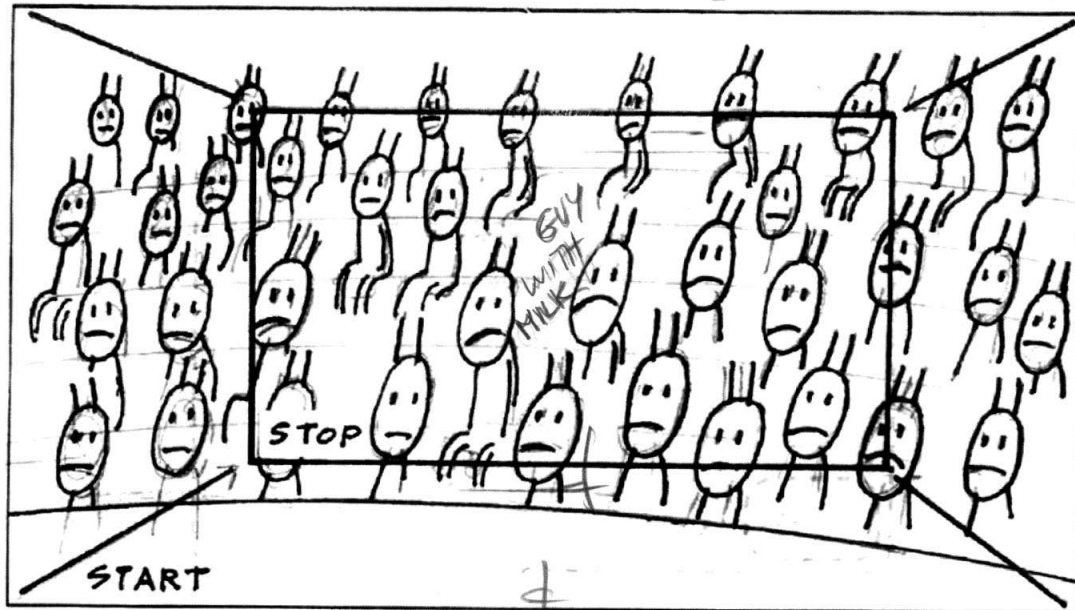
Page 193

Sc. 71

Pnl. A

Bg.

day night

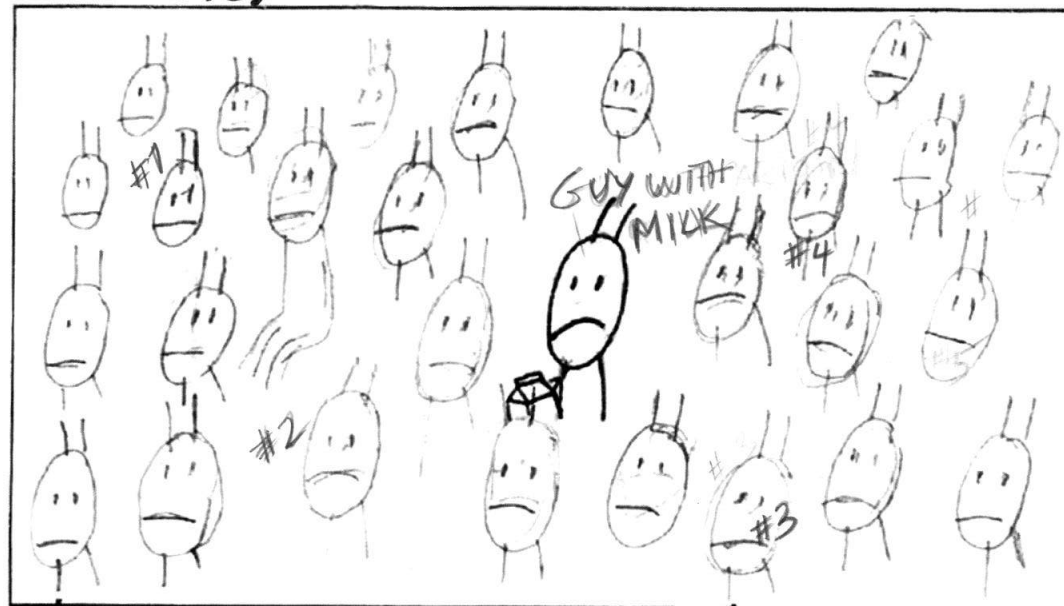


Sc. 71 CONT

Pnl. B

Bg.

day night



Dialog: RINGMASTER: MAY SHOCK AND ASTOUND YOU
(O.S.)

RINGMASTER: TO YOUR VERY CORE.
(O.S.)

Action: - START WIDE ON AUDIENCE.
- TRUCK IN

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

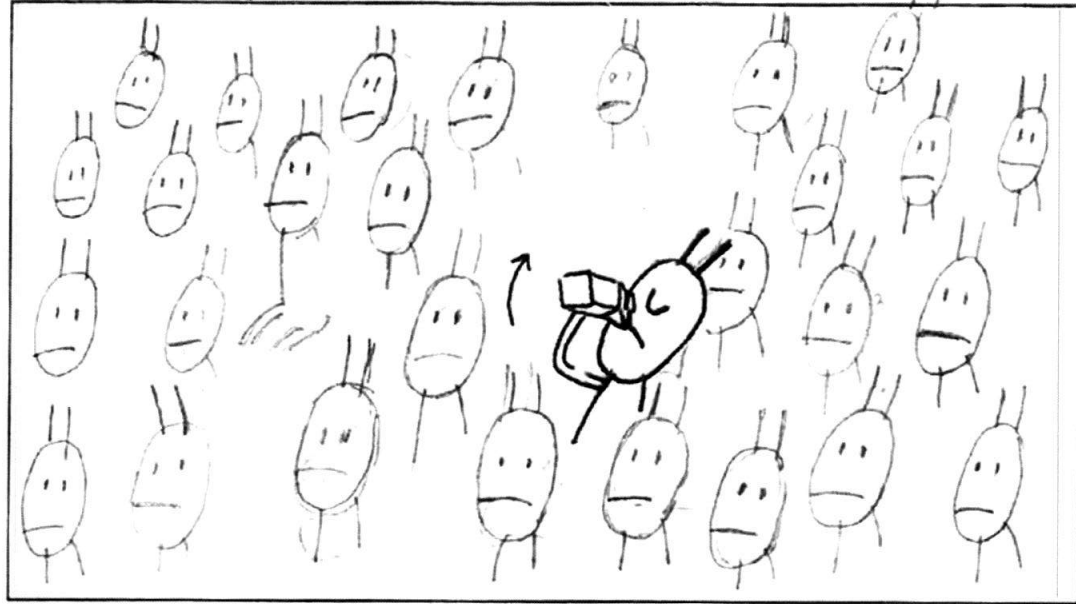
ADVENTURE TIME



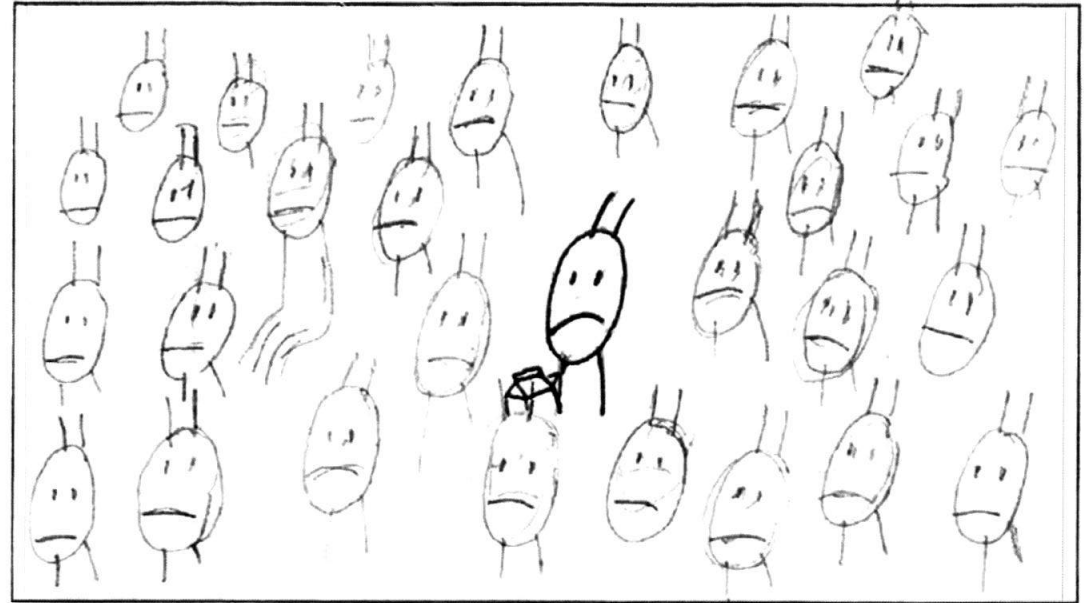
Page 194

Cut

Sc. 71 *CONT* Pnl. C Bg. day night



Sc. 71 *CONT* Pnl. D Bg. day night



Dialog:

SFX: GULP!

Action:

- CROWD MEMBER TAKES
A DRINK OF BUG MILK

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



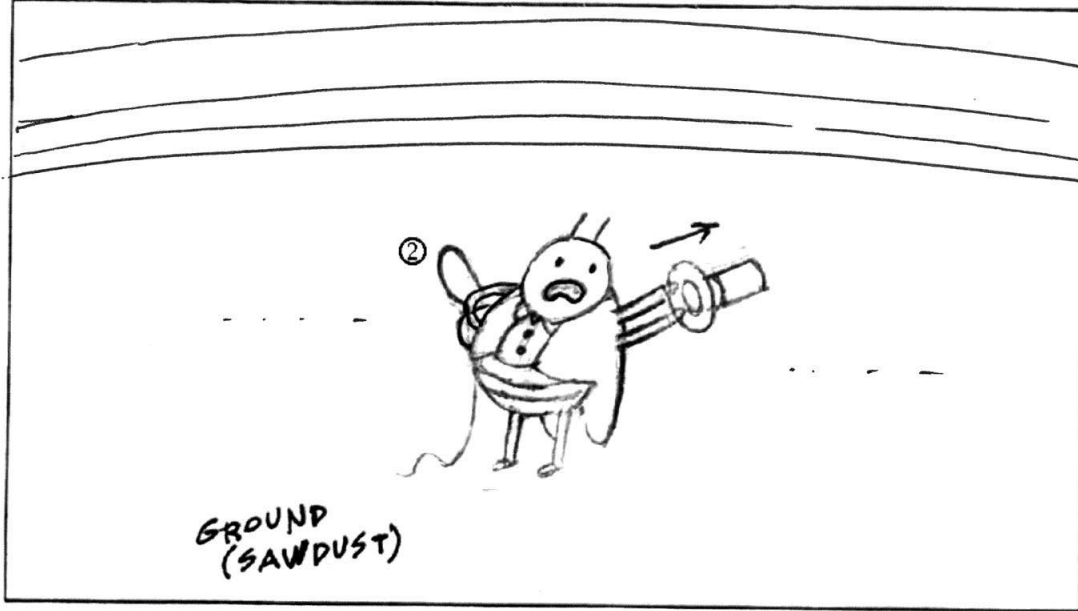
Page 195
day night

Sc. 72

Pl. A

Bg.

day night

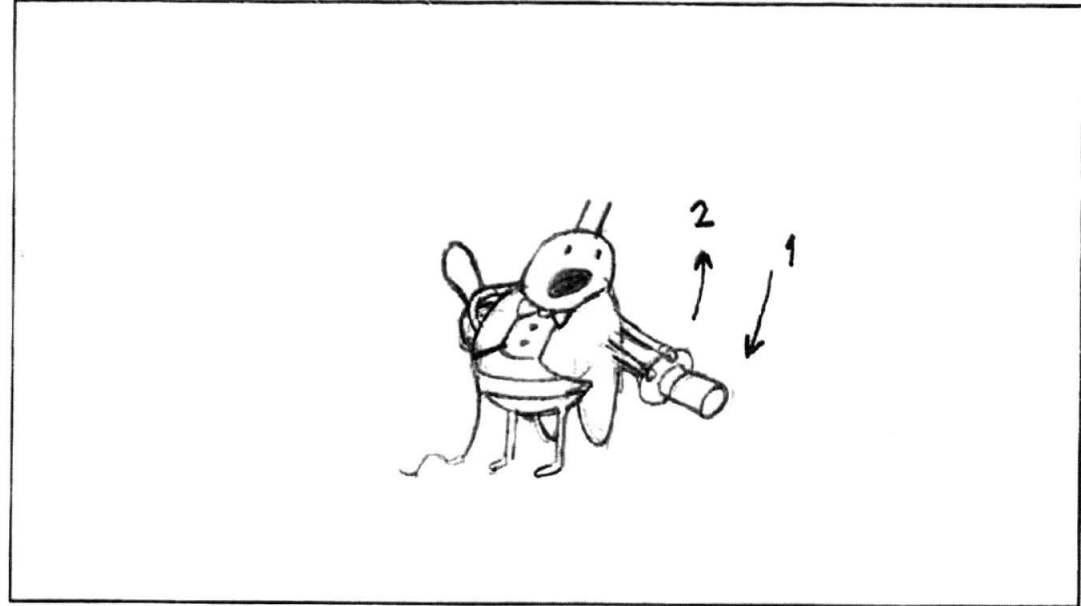


Sc. 72 cont

Pl. B

Bg.

day night



Dialog: RINGMASTER: TONIGHT I GIVE YOU THE WILDEST,

RINGMASTER: MOST DANGEROUS
1 2

Action: ANOTHER SHOT OF RINGMASTER (CLOSER THAN SC. 69)

- RINGMASTER HITS DIALOG ACCENTS W/ HAT.

Timing:



DEC 13 2013

EPISODE #

1025/162

Production :

ADVENTURE TIME



196

Sc. 72 *CONT*

Pnl. C

Bg.

day night

S/A



Sc. 72 *CONT*

Pnl. D

Bg.

day night

S/A



Dialog: RINGMASTER: BEAST ANYWHERE IN
CAPTIVITY...

Action: - RINGMASTER PUTS HAT BACK ON

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



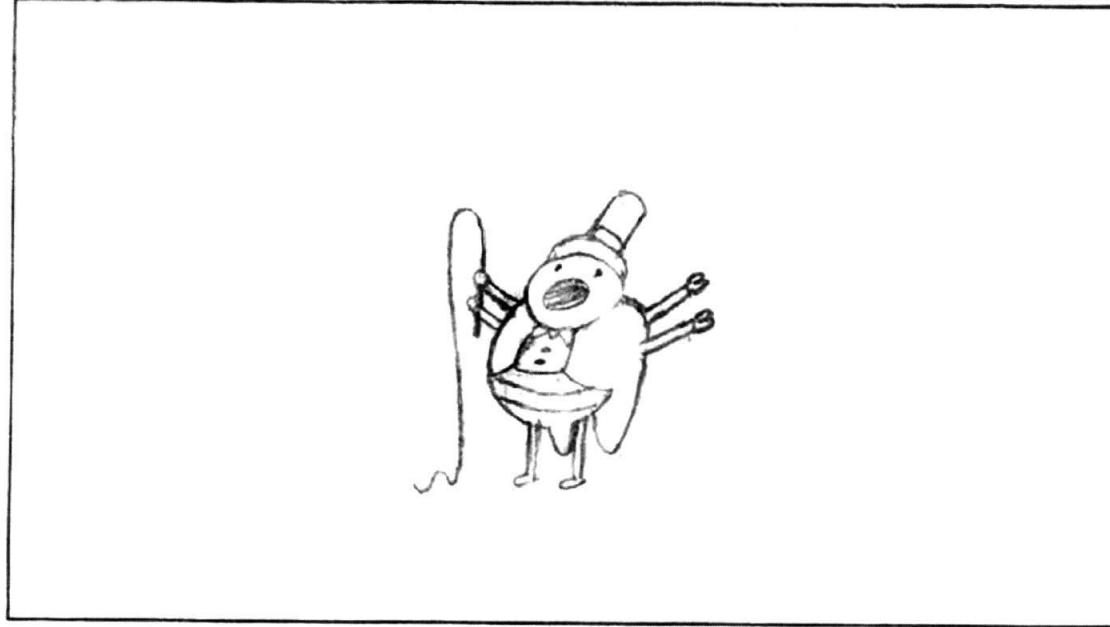
Page **197**

Sc.72 CONT

Pnl. E

Bg.

day night

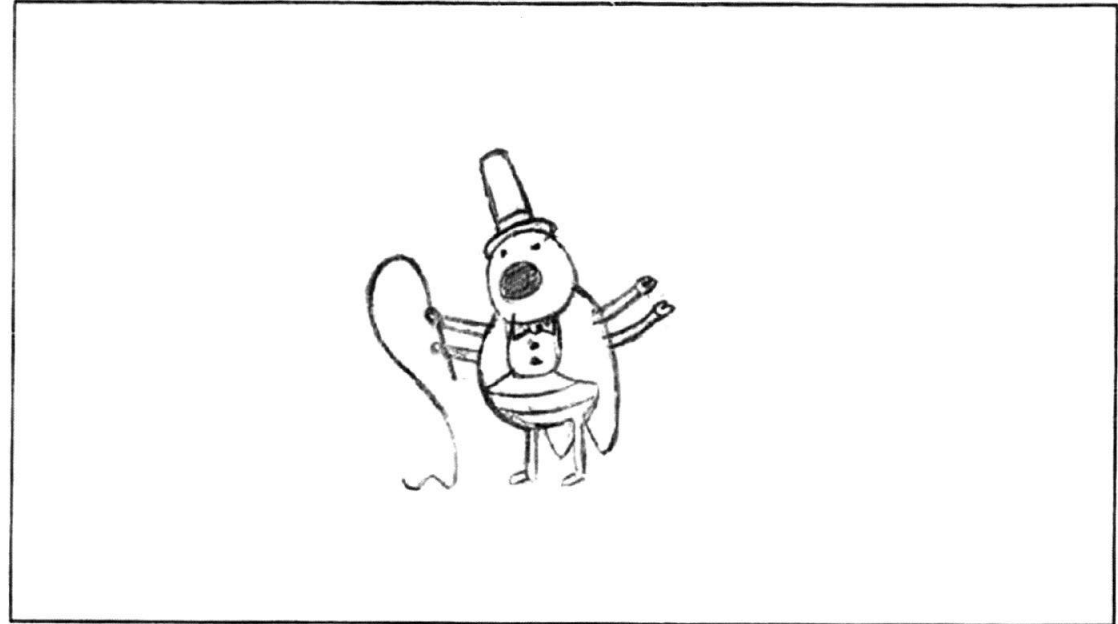


Sc.72 CONT

Pnl. F

Bg.

day night



Dialog: RINGMASTER: THE HORRIBLE...

RINGMASTER: THE STUPENDOUS...

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

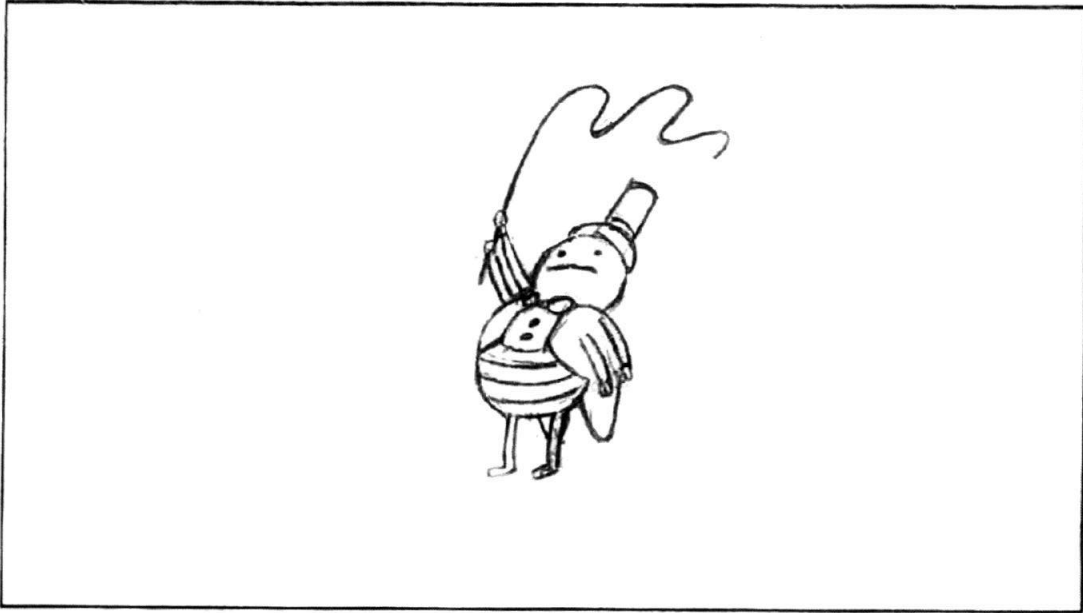
1025/162

1025/162

ADVENTURE TIME



Sc. 72 CONT Pnl. G Bg. day night



Sc. 72 CONT Pnl. H Bg. day night



Dialog:

SFX: CRACK!

Action:

- RINGMASTER CRACKS WHIP.

Timing:

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EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME



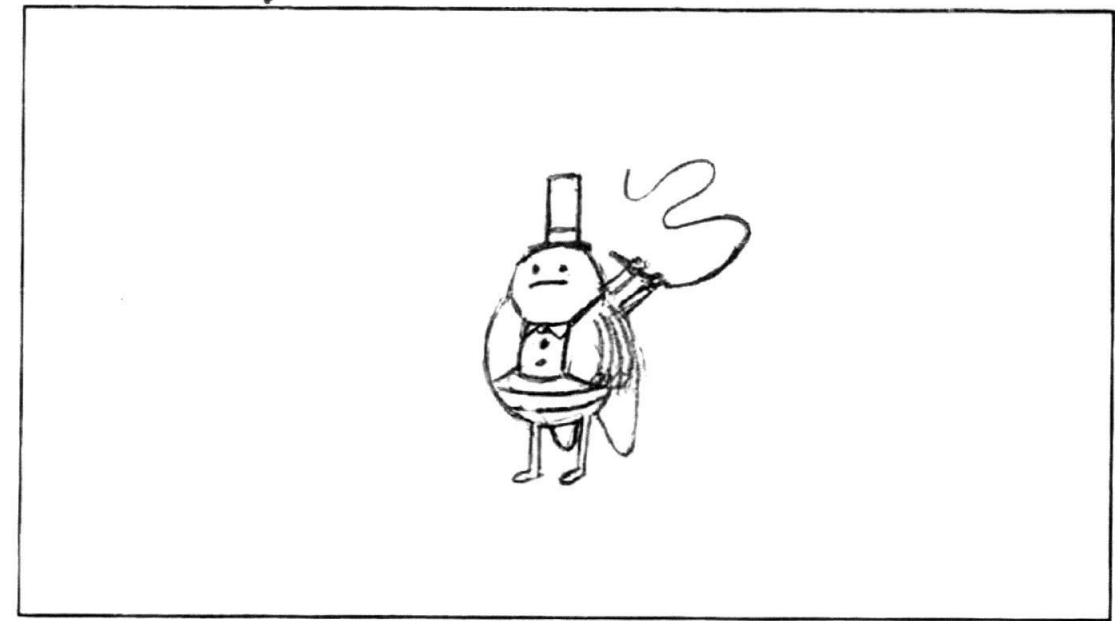
Page 199

Sc. 72 *CONT*

Pnl. I

Bg.

day night

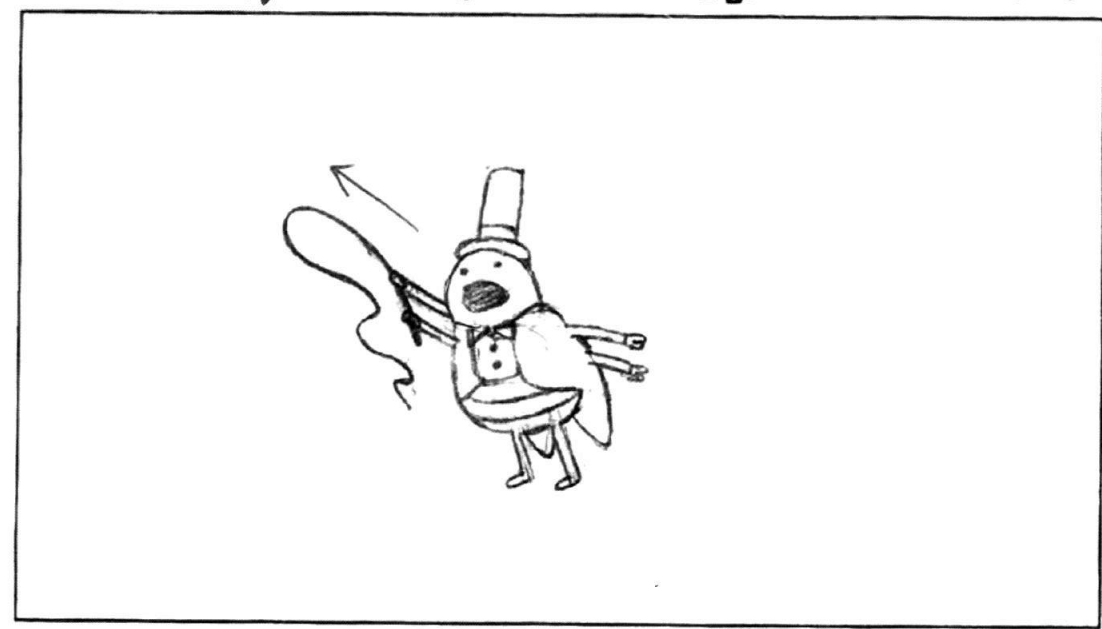


Sc. 72 *CONT*

Pnl. J

Bg.

day night



<p>Dialog:</p> 	<p><u>RINGMASTER</u>: GORALINA!</p>
<p>Action:</p>	
<p>Timing:</p>	

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1025/162

ADVENTURE TIME



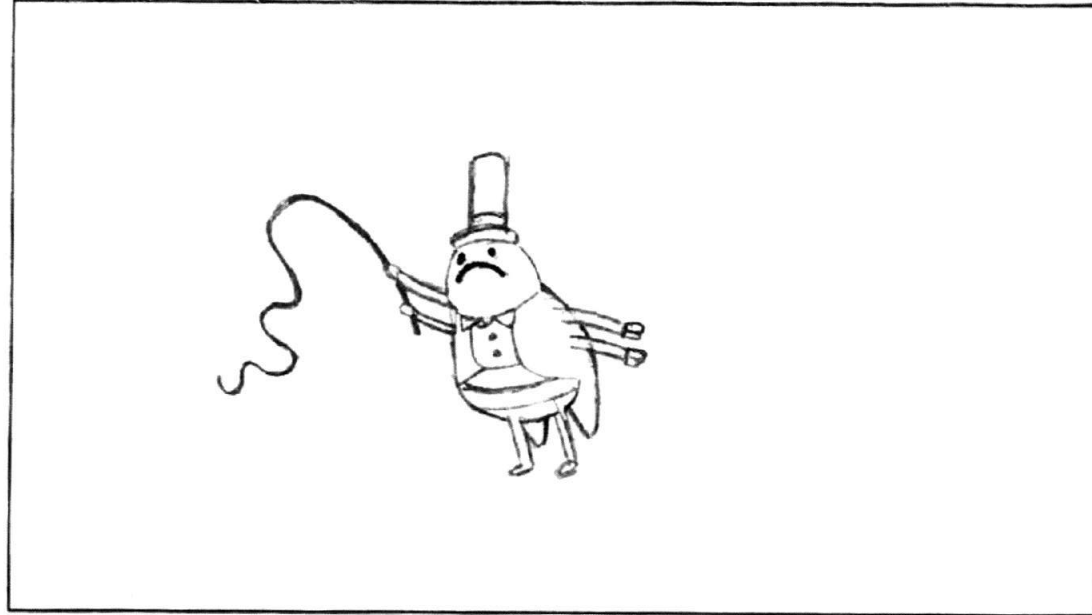
Page **200**

Sc. 72 *CONT*

Pnl. K

Bg.

day night

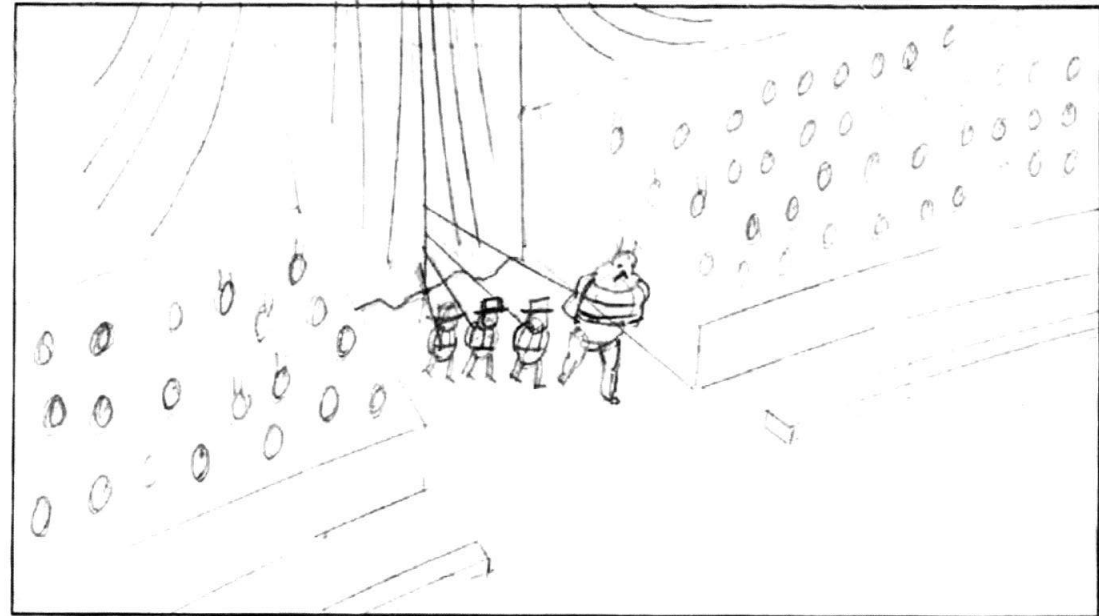


Sc. 73

Pnl. A

Bg.

day night



Dialog:

MUSIC: GORALINA MUSIC

[DRAMATIC... MAYBE LIKE ROMAN COLISEUM MUSIC FROM AN OLD MOVIE]

Action:

MUSCLEMAN AND THREE ROUSTABOUTS ENTER, PULLING STRINGS BEHIND THEM.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



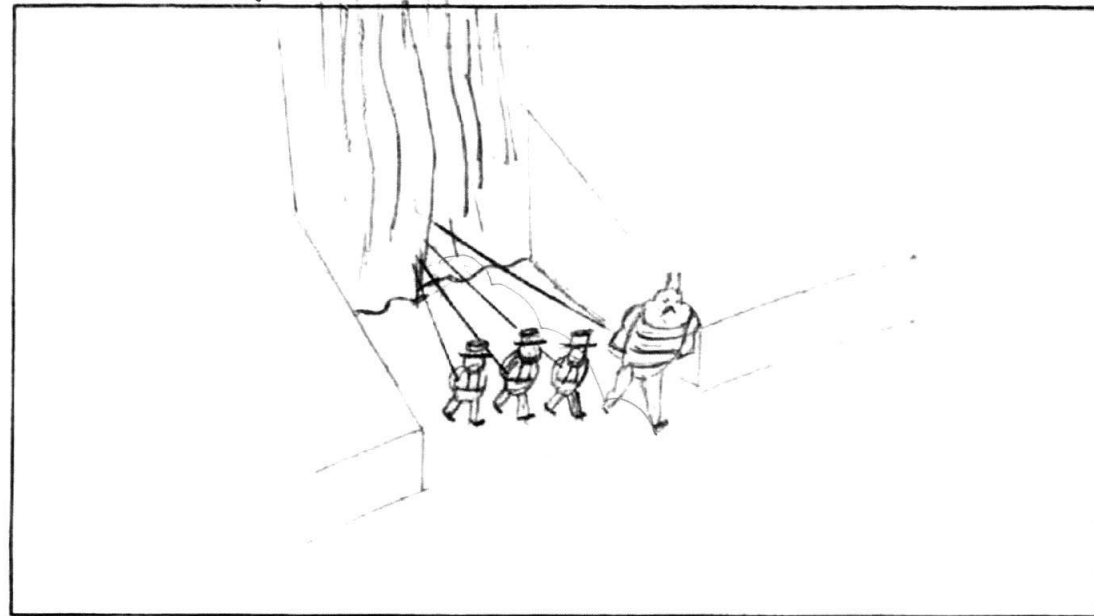
Page **201**

Sc. 73 *CONT*

Pnl. B

Bg.

day night

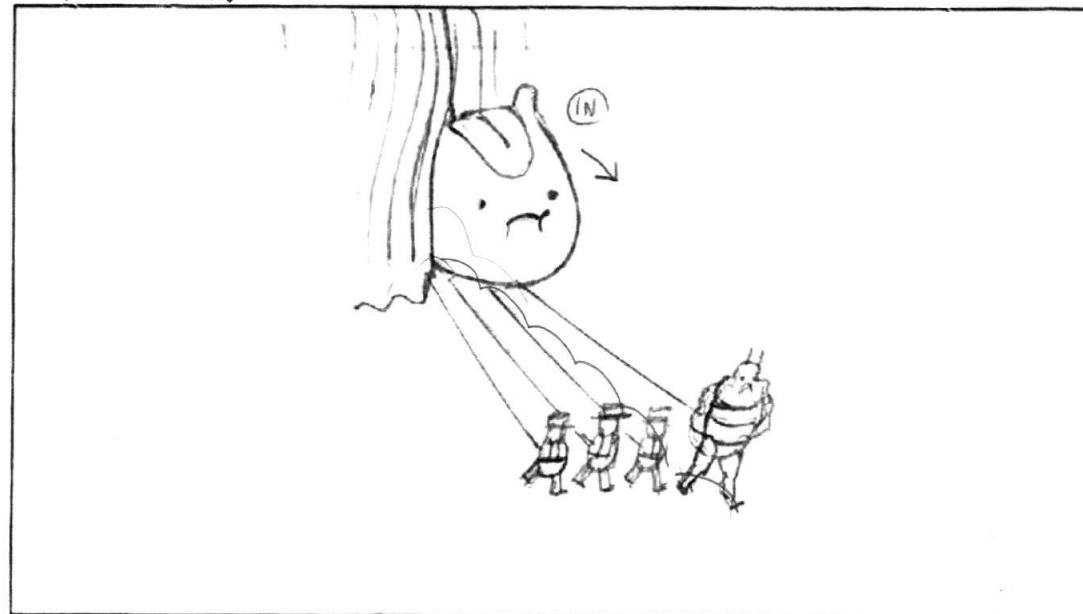


Sc. 73 *CONT*

Pnl. C

Bg.

day night



Ph
Cut

Dialog:

Action:

GORALINA (A CHIPMUNK) POKES THROUGH THE CURTAIN OF THE ENTRANCE WAY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **202**

Sc. 73A

Pnl. A

Bg.

day night



Sc. 73A *cont*

Pnl. B

Bg.

day night



Dialog:

Action: A SHOT LOOKING UP AT GORALINA AS SHE ENTERS.

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

Cut

ADVENTURE TIME



NO SC
75

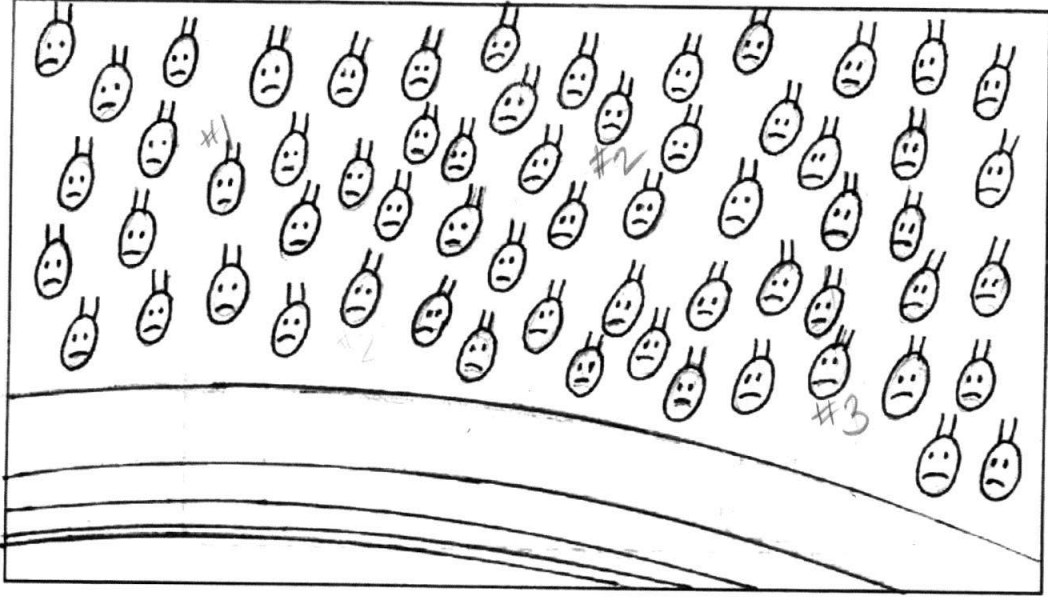
Page 203
NO PG 204
day night

Sc. 74

Pnl. A

Bg.

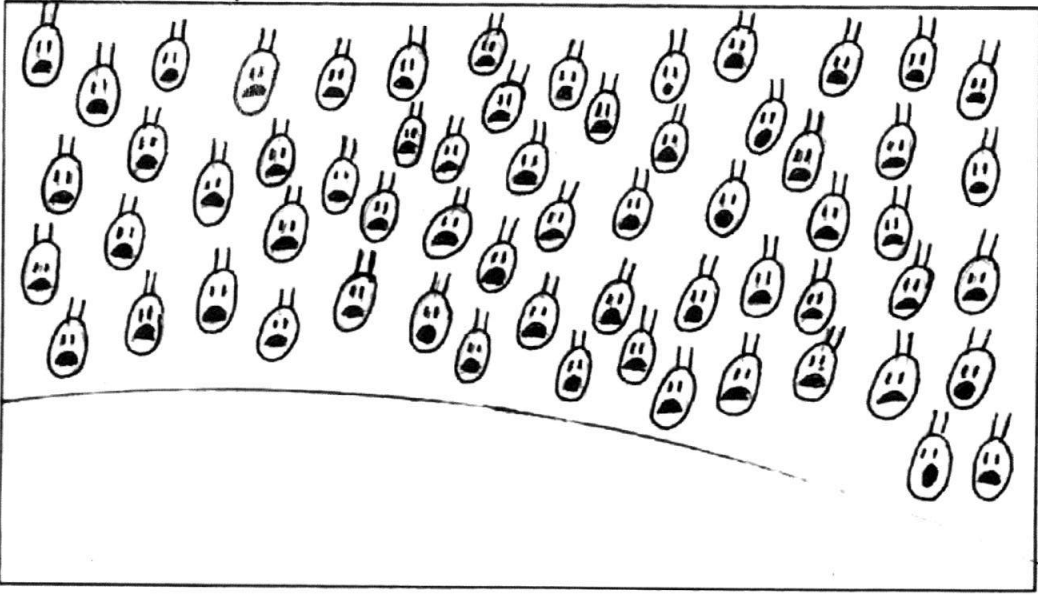
day night



Sc. 74 cont

Pnl. B

Bg.



Dialog:

AUDIENCE: [GASP!]

Action:

WIDE ON AUDIENCE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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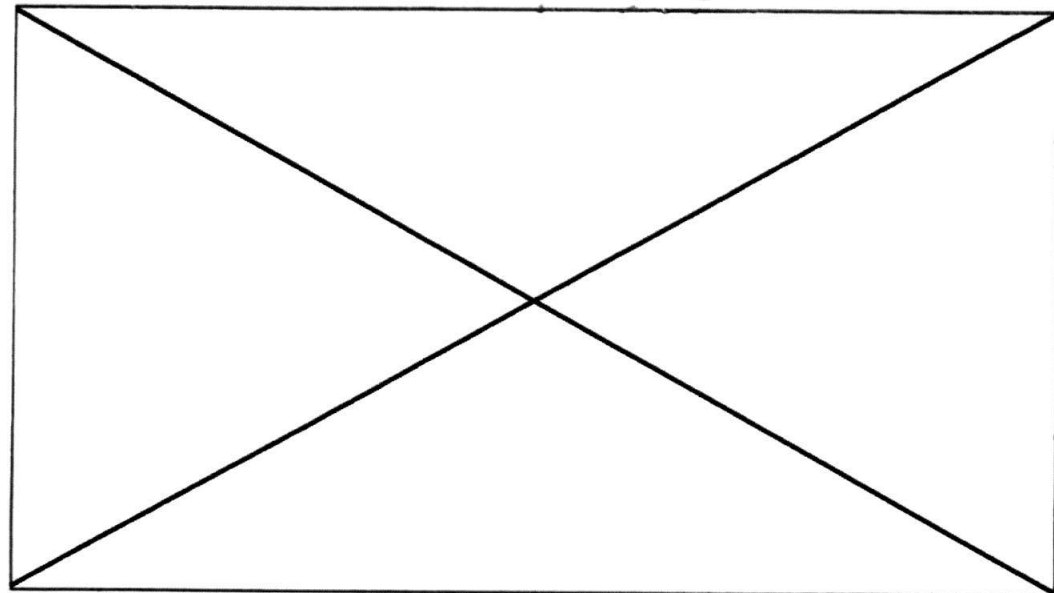
ADVENTURE TIME



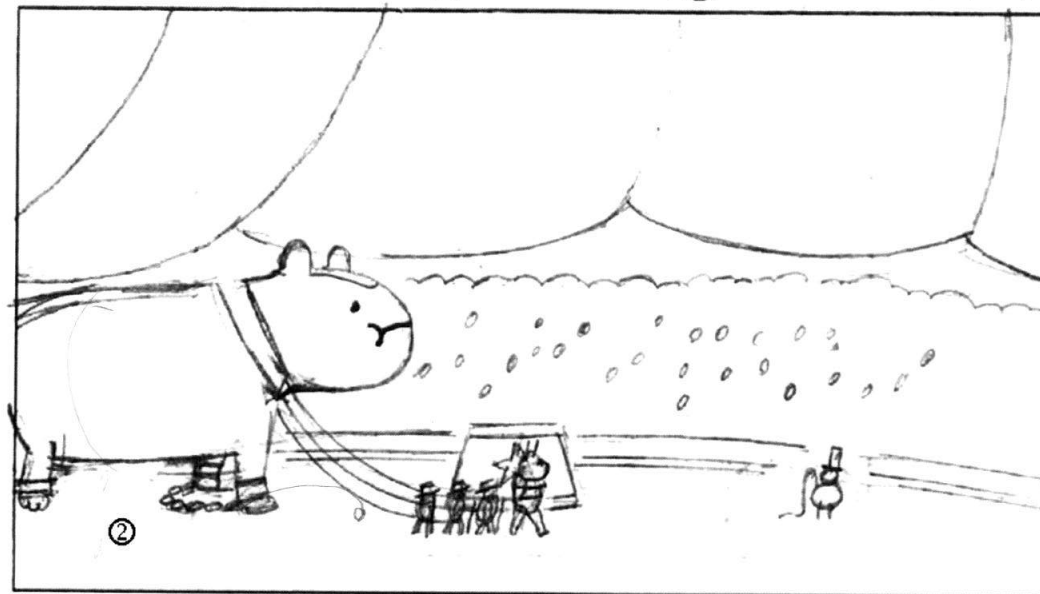
Art

Page **205**

Sc. Pnl. Bg. day night



Sc. **76** Pnl. **A** Bg. day night



Dialog:

Action:

- WIDER SHOT.
- GORALINA IS LED TO A PODIUM.
- (SLOWLY IF POSS.)

Timing:



DEC 13 2011

EPISODE #

Production :

1025/162

1025/162

1025/162

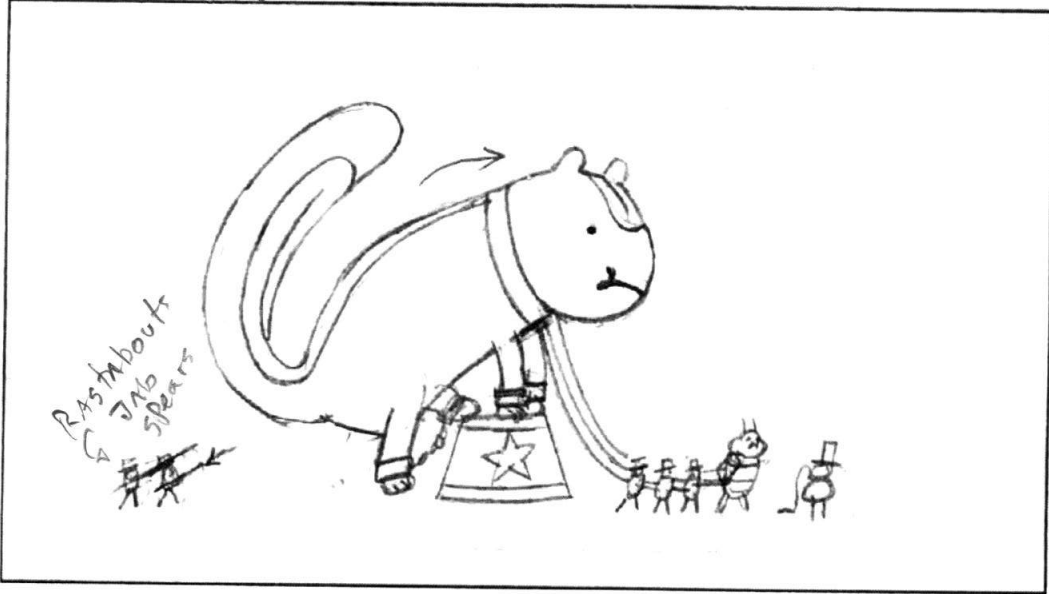
ADVENTURE TIME



Sc. 76 CONT Pnl. B

Bg.

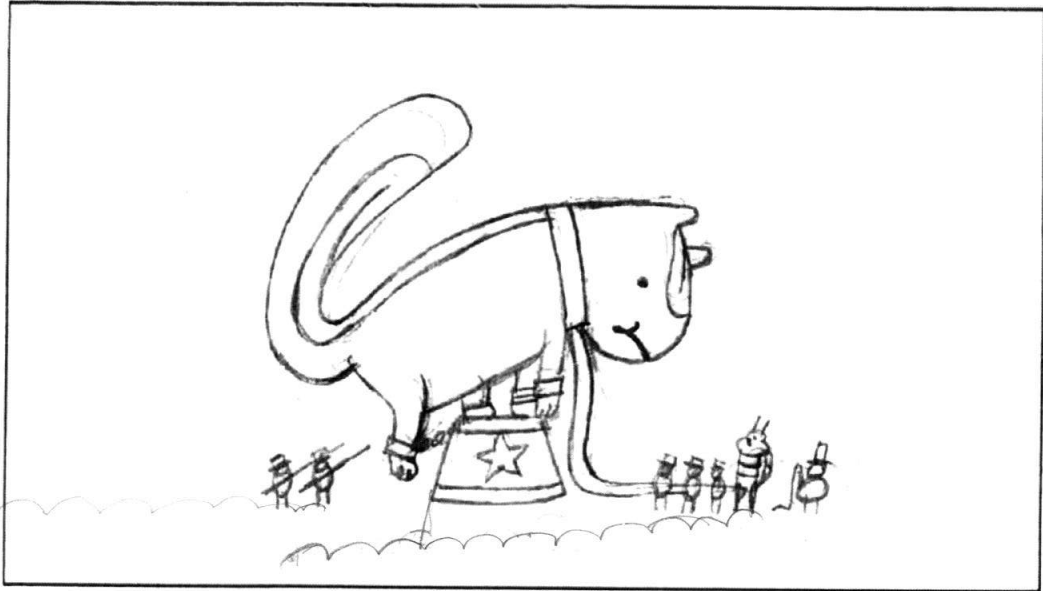
day night



Sc. 76 CONT Pnl. C

Bg.

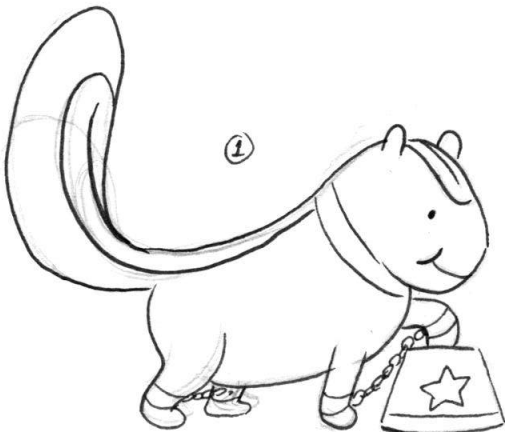
day night



Dialog:

Action: GORALINA CLIMBS ONTO THE PODIUM,
AS SHE HAS BEEN TRAINED TO DO.

Timing:



DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



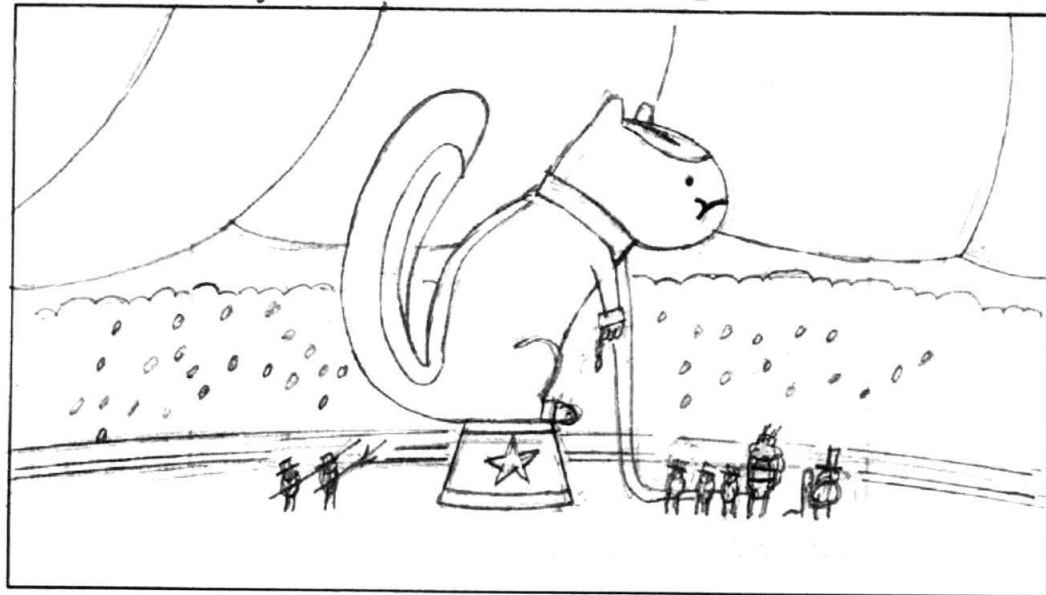
Cart

Page 207
207A NEXT

Sc. 76 CONT Pnl. D

Bg.

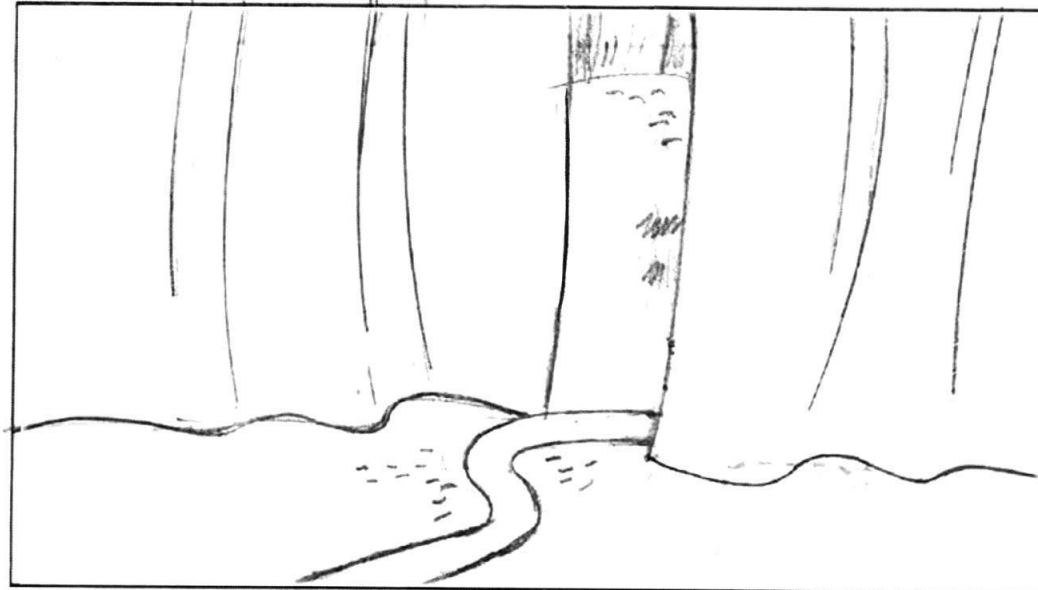
day night



Sc. 77

Pnl. A

Bg.



Dialog:

Action: GORALINA SITS ON THE PODIUM, ON DISPLAY.

Timing:

DEC 13 2012

EPISODE #

Production :

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ADVENTURE TIME

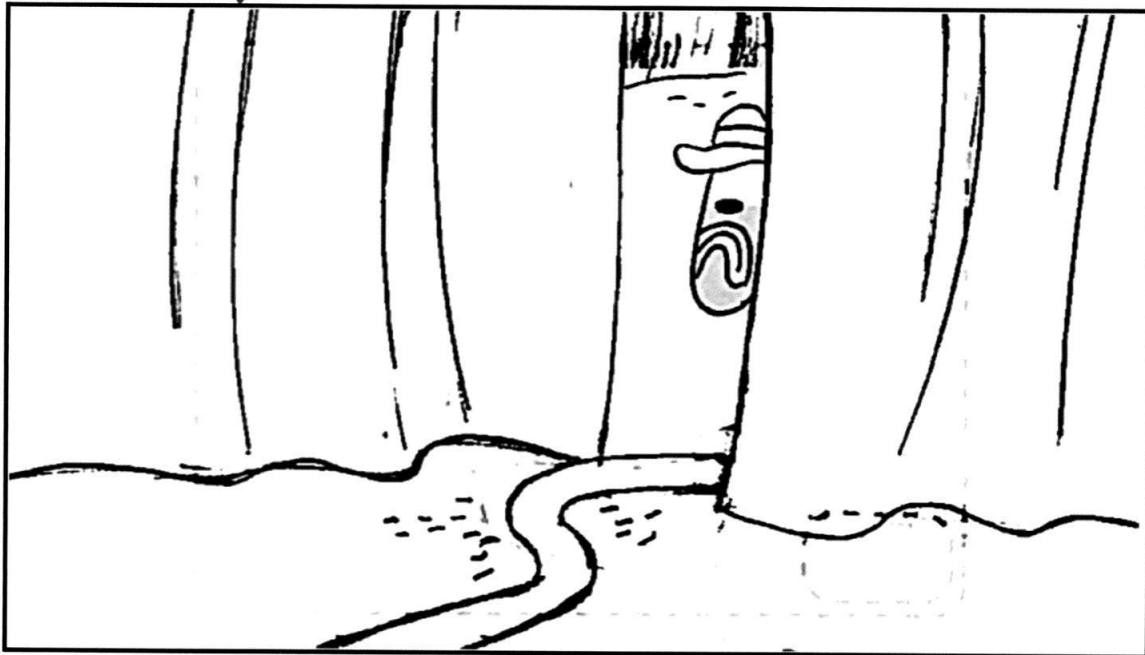


Sc. 77 *CONT*

Pnl. B

Bg.

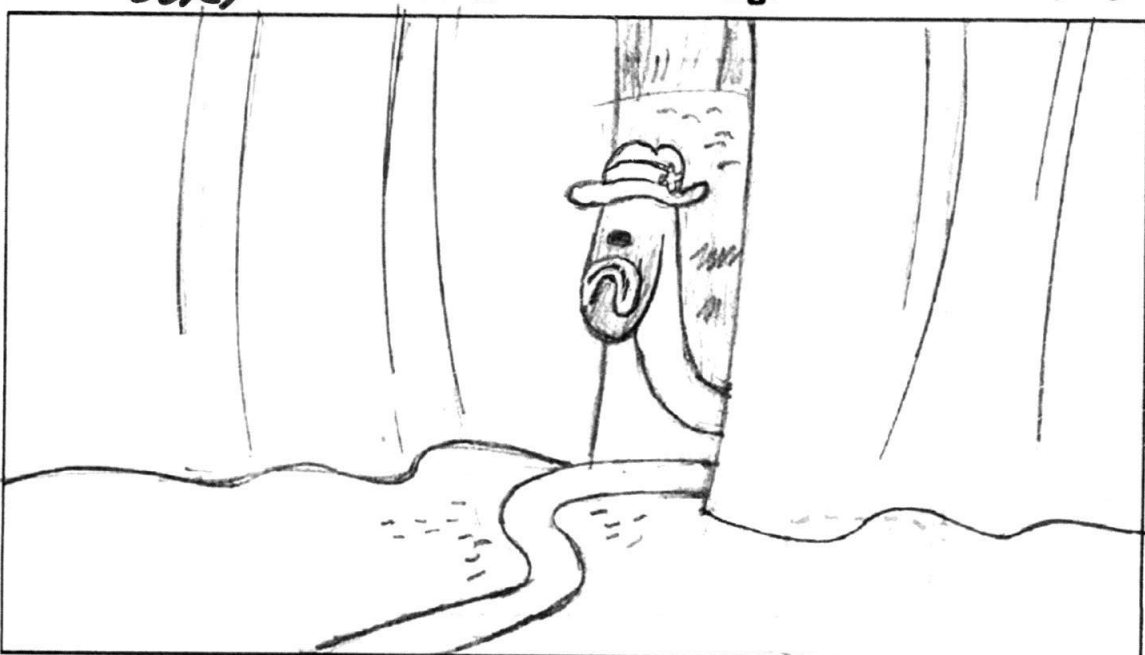
day night



Sc. 77 *CONT*

Pnl. C

Bg.



Page 207A
208 NEXT
day night

CA

Dialog:

Action:

BLUE NOSE LOOKS ON SADLY, FROM OUTSIDE AN
OPENING IN THE TENT.

DEC 13 2013

Timing:

EPISODE #

1025/104

Production:

1025/162

CX

ADVENTURE TIME



Page 208

HW
Cut

Sc. 78

Pnl. A

Bg.

day night

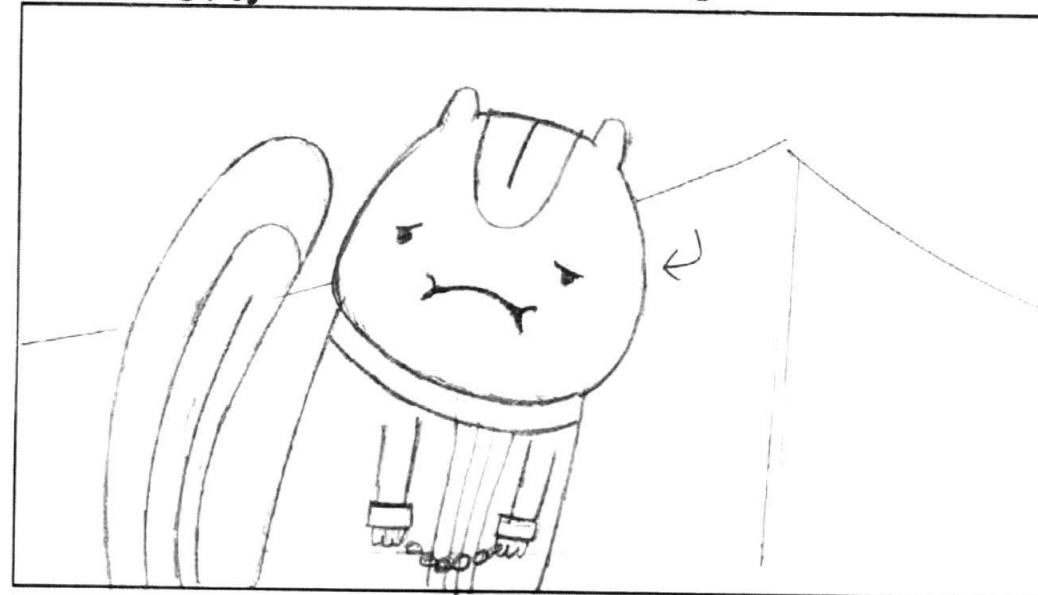


Sc. 78 CONT

Pnl. B

Bg.

day night



Dialog:

Action: CLOSE ON GORALINA, LOOKING FATIGUED.

GORALINA LOOKS AROUND, BORED.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



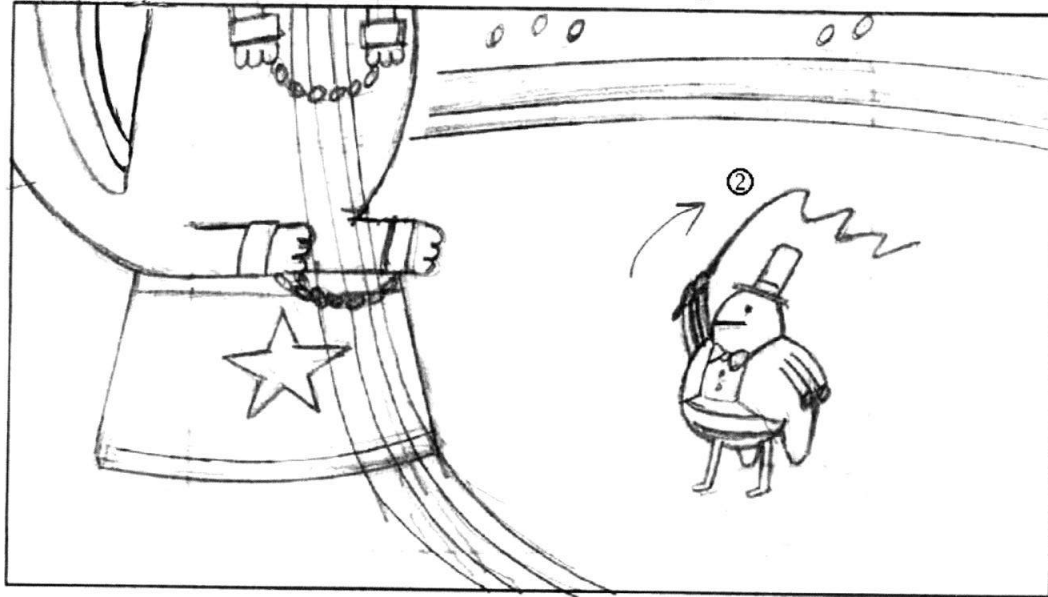
Page **209**

Sc. 79

Pnl. A

Bg.

day night



Dialog:

Action: THE RINGMASTER HAPPILY WHIPS GORALINA'S TOES, PUTTING ON A GOOD SHOW.

Timing:

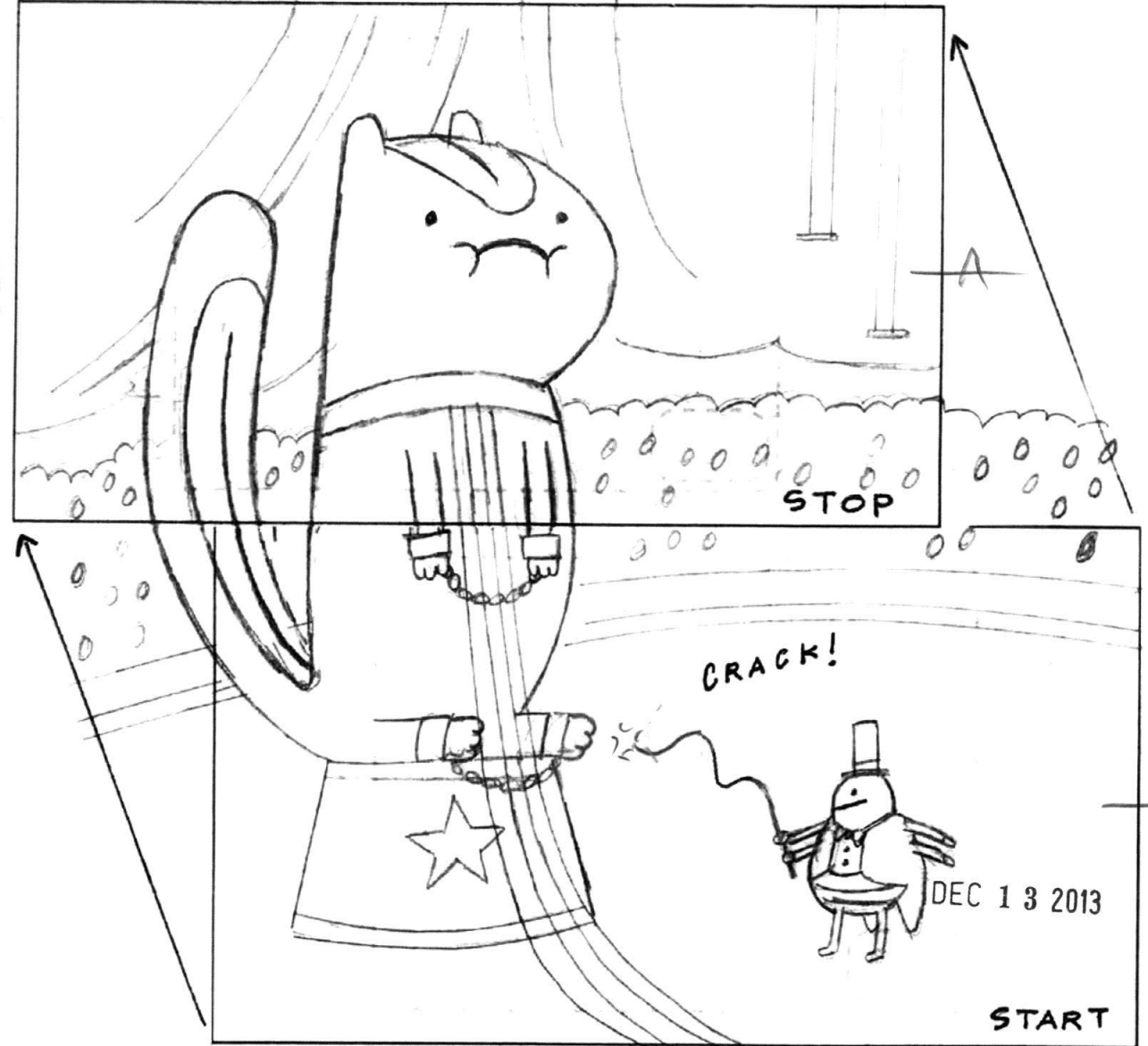


Sc. 79 *cont*

Pnl. B

Bg.

day night



SFX: CRACK!

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **210**

Sc. 79 *CONT*

Pnl. C

Bg.

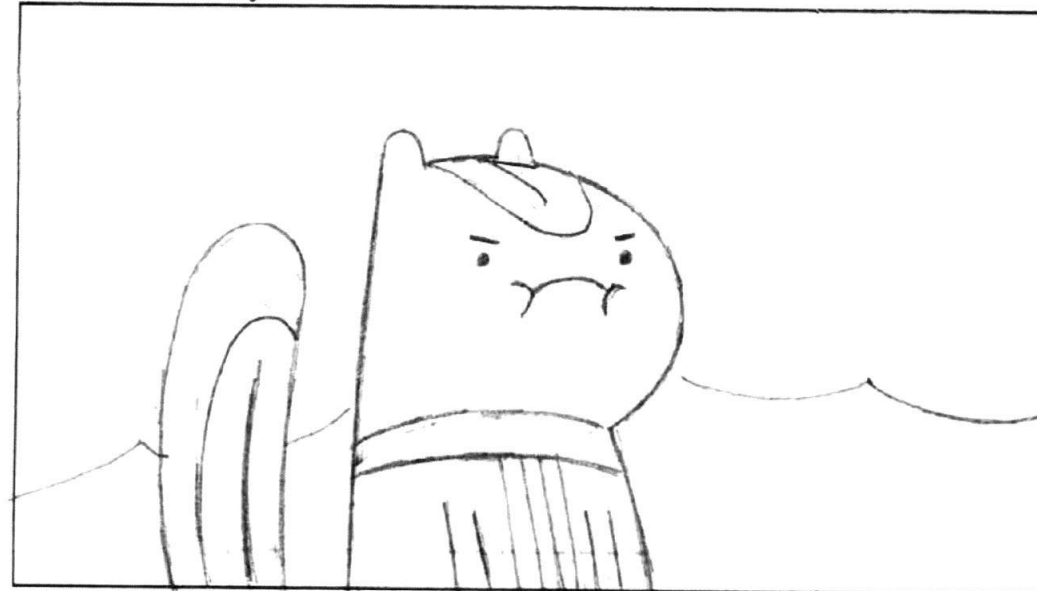
day night

Sc. 79 *CONT*

Pnl. D

Bg.

day night



Dialog: SFX: CRACK!

Action: CLOSE ON GORALINA, REACTING TO THE RINGMASTER'S WHIP.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



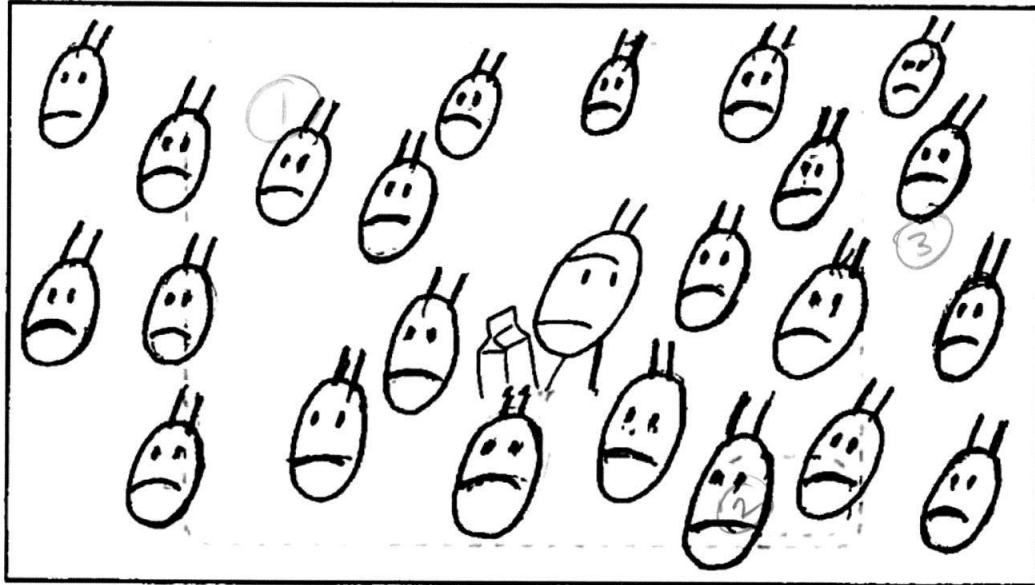
Page 211

Sc. 80

Pnl. A

Bg.

day night



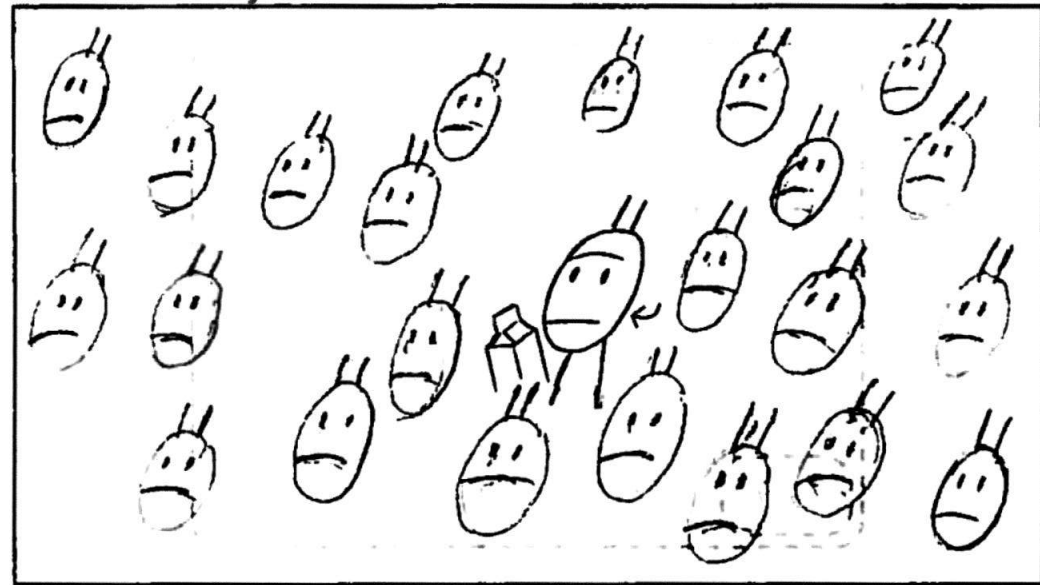
Sc. 80

CONT

Pnl. B

Bg.

day night



Dialog:

Action: ON CROWD. BUG (FROM SC. 71)

ANTIC. THROW

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

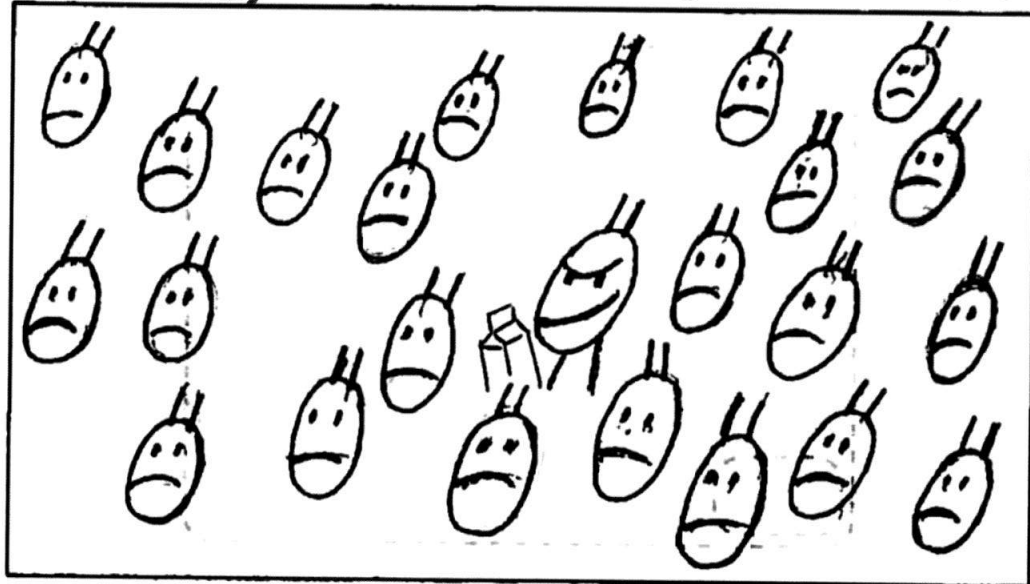
1025/162

ADVENTURE TIME

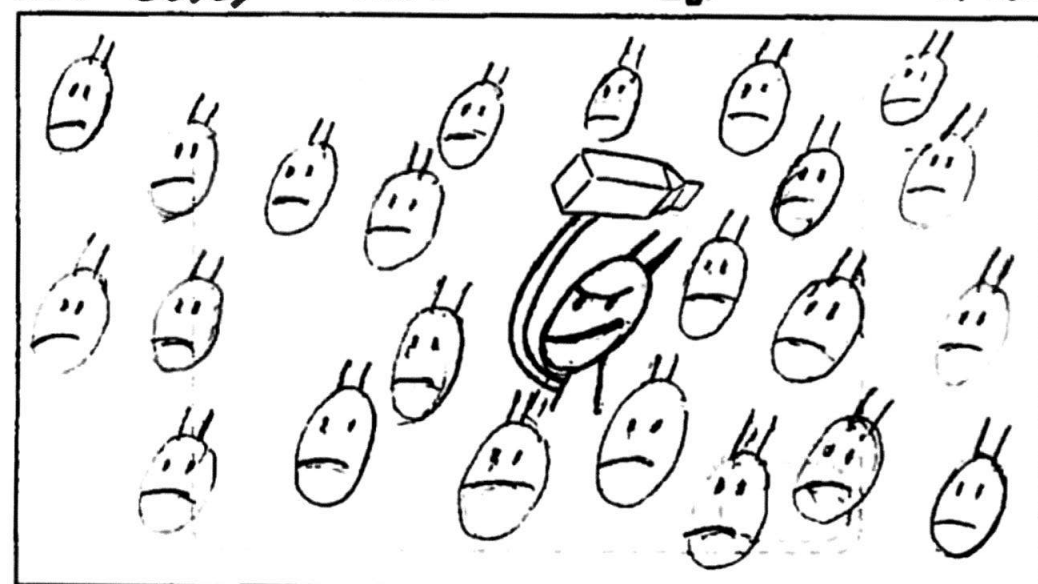


Page 212

Sc. 80 *CONT* Pnl. C Bg. day night



Sc. 80 *CONT* Pnl. D Bg. day night



Dialog:

Action: ON CROWD BUG (FROM SC. 71)

ANTIC. THROW

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

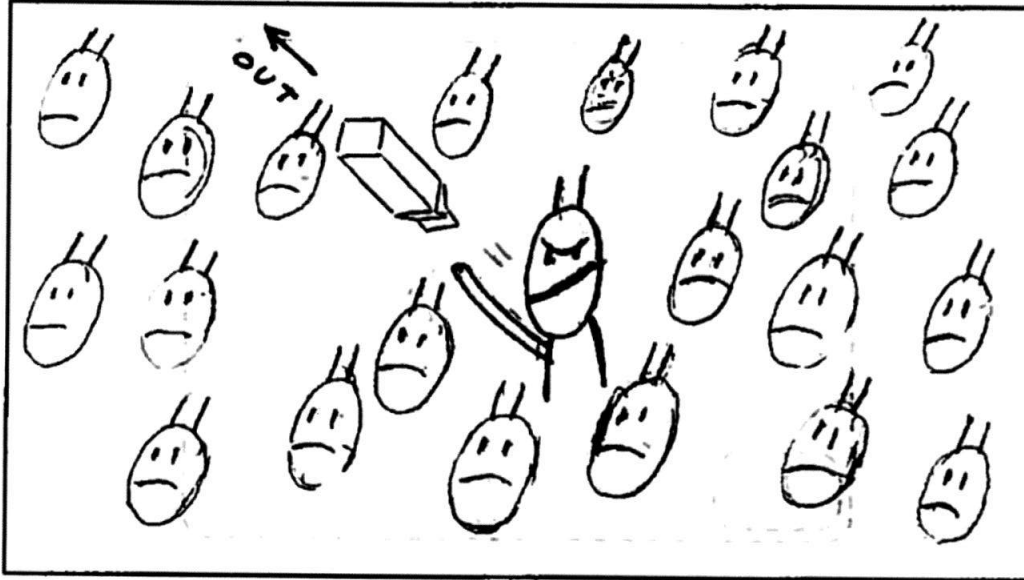
1025/162

ADVENTURE TIME

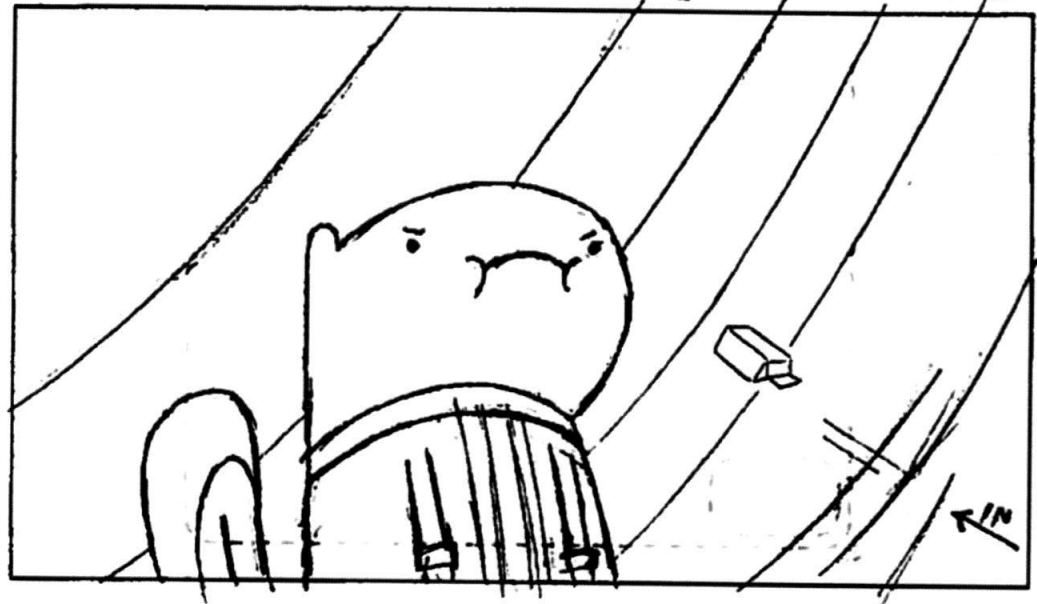


Cut

Sc. 80 *CONT* Pnl. E Bg. day night



Sc. 81 Pnl. A Bg. day night



Dialog:

Action: WITH EVIL MISCHIEVOUSNESS, BUG
THROWS A MILK CARTON AT GORALINA.

THE MILK CARTON FLIES INTO SCENE...

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



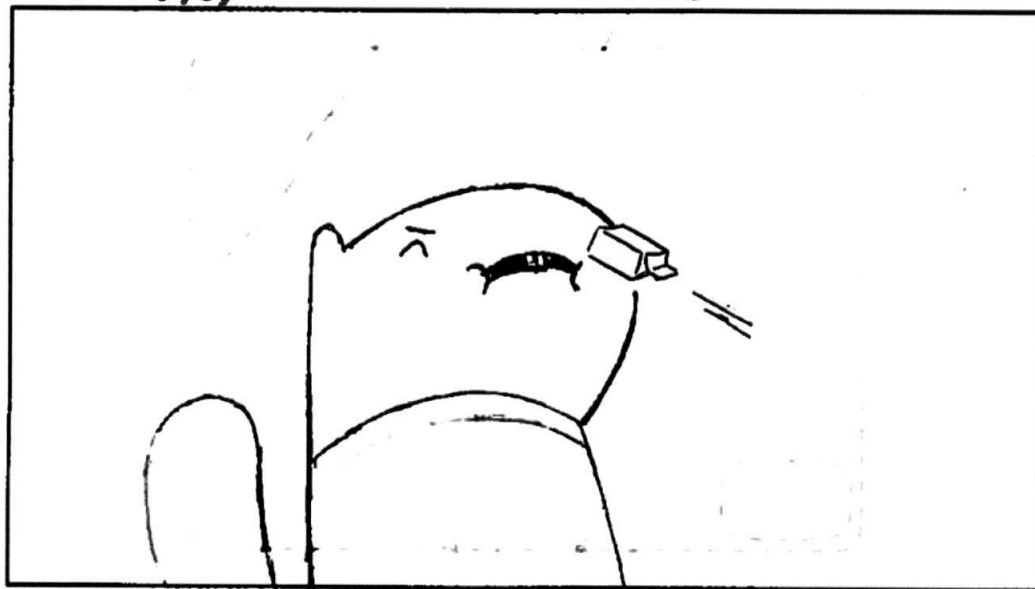
Page **214**

Sc. 81 *cont*

Pnl. B

Bg.

day night

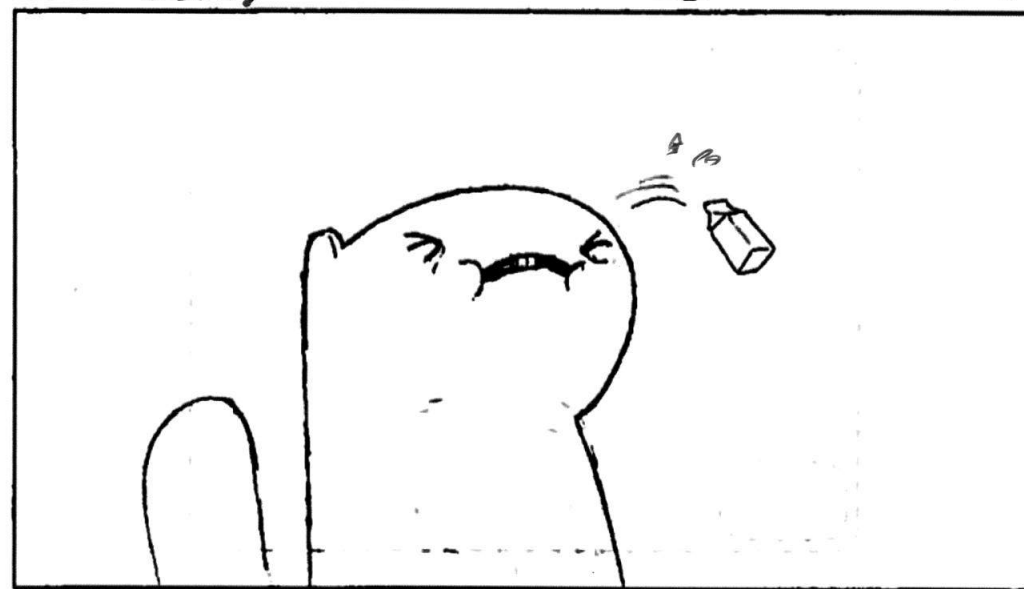


Sc. 81 *cont*

Pnl. C

Bg.

day night



Dialog:

SFX: * WHOMP*

MILK CARTON

GORALINA : [GRUNT]

Action:

THE MILK CARTON HITS GORALINA
IN THE EYE.

THE CARTON BOUNCES AWAY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **215**
day night

Sc. 81 *CONT*

Pnl. D

Bg.

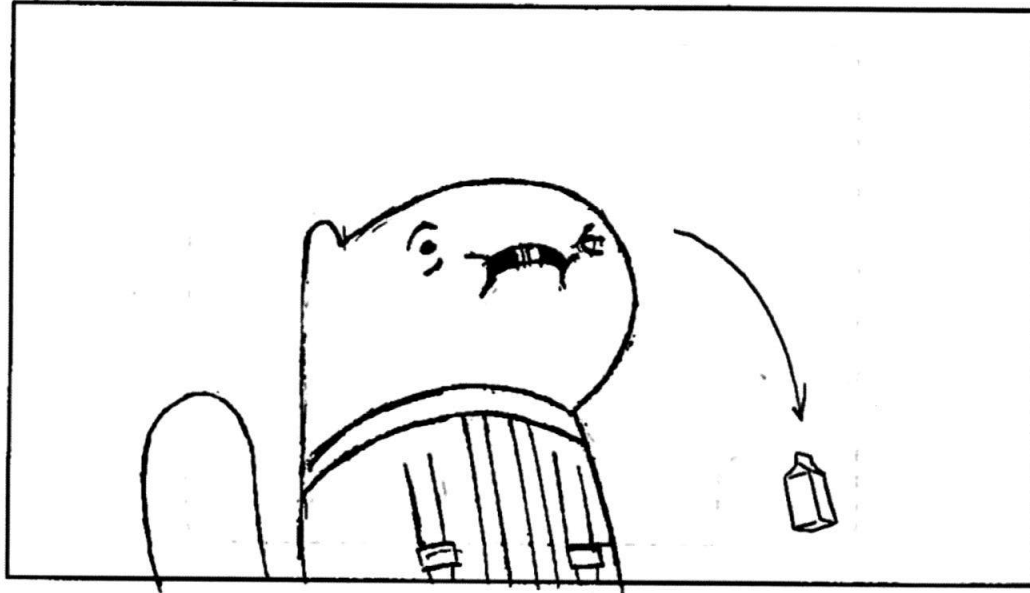
day night

Sc. 81 *CONT*

Pnl. E

Bg.

day night



Dialog:

GORALINA: [LOW GROWL]

Action:

GORALINA'S EYE LOOKS HURT.

GORALINA NOW LOOKS ANGRY.

Timing:

DEC 13 2013

EPISODE #

Production :

*HO
cut*

1025/162

1025/162

1025/162

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Ho
Cut

ADVENTURE TIME



Page 216

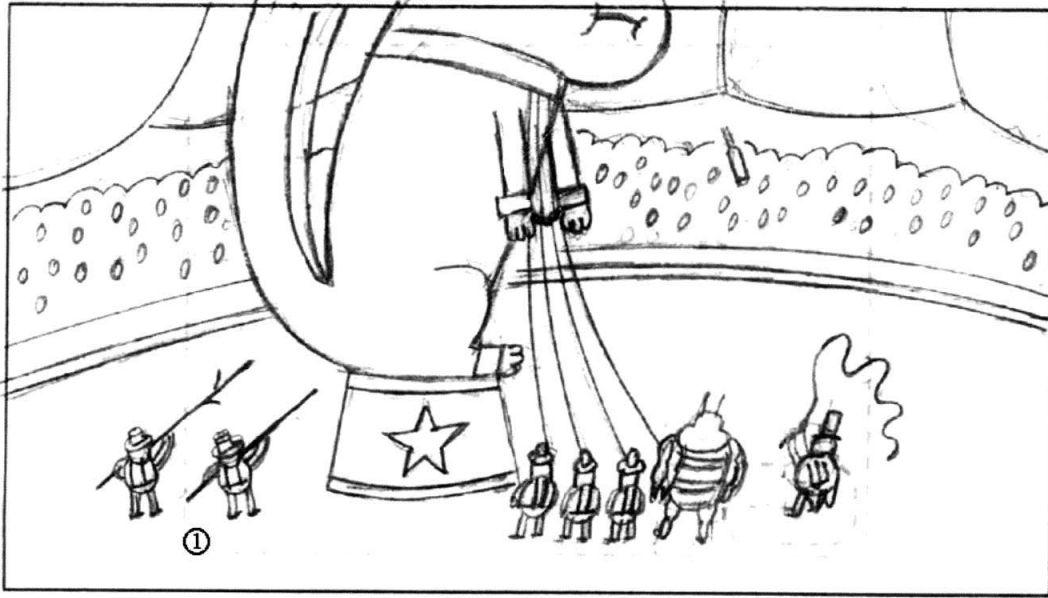
Ho
Cut

Sc. 82

Pnl. A

Bg.

day night

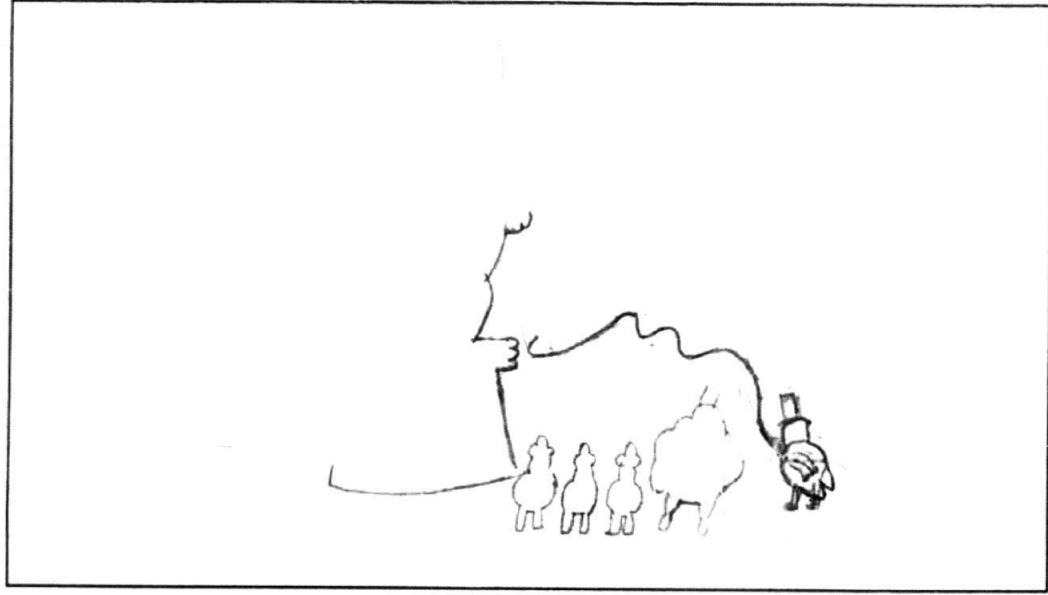


Sc. 82 *CONT*

Pnl. B

Bg.

day night



Dialog:

SFX: CRACK!

Action:

WIDE SHOT.
RINGMASTER IS STILL WHIPPING
GORALINA'S TOES.

Timing:



DEC 13 2013

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1025/162

1025/162

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1025/162

1025/162

He
Cat

ADVENTURE TIME



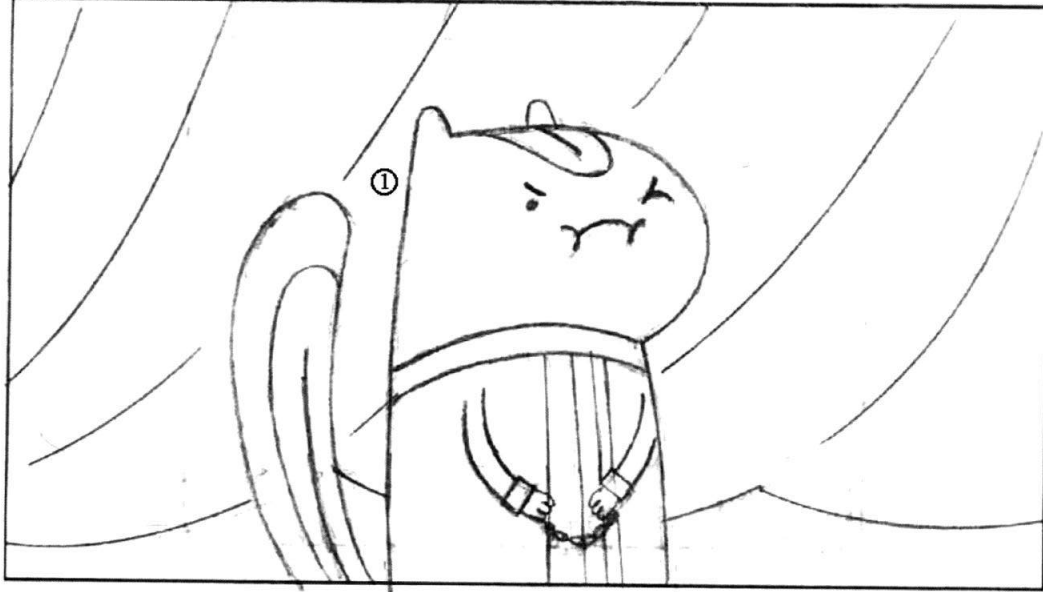
Page 217

Sc. 83

Pnl. A

Bg.

day night

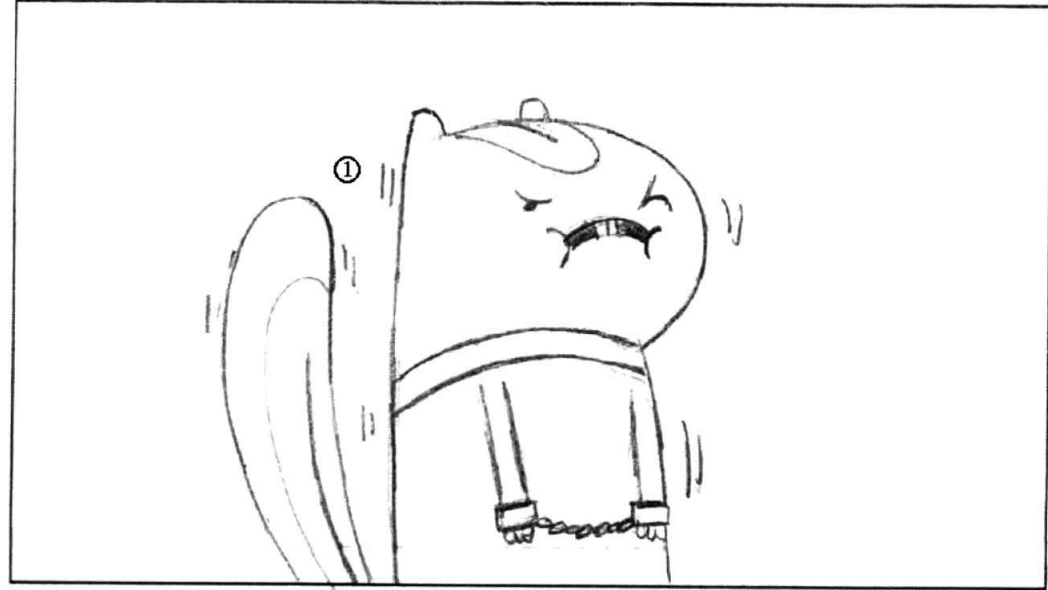


Sc. 83 CONT

Pnl. B

Bg.

day night



Dialog:

GORALINA : [GROWLING]

DEC 13 2011

Action: ON GORALINA, LOOKING BOTHERED.

GORALINA STARTS TO SHAKE, STARTING TO GET REALLY ANGRY.

Timing:



EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **218**

Sc. 83 *CONT*

Pnl. C

Bg.

day night



Sc. 83 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

ANTIC.

GORALINA RAISES HER SHACKLED ARMS.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



cut

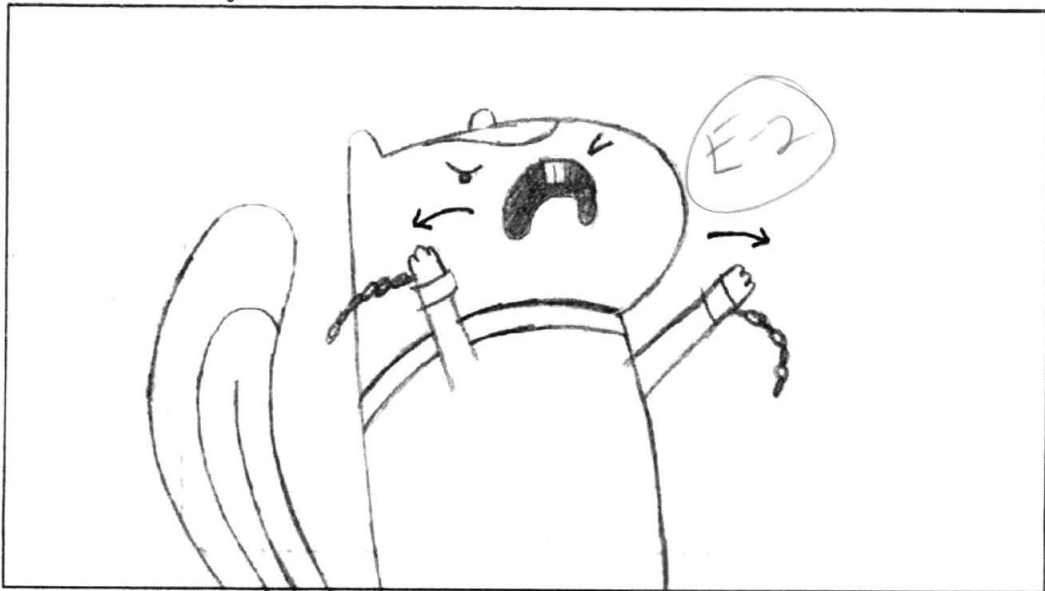
Page 219

Sc. 83 *cont*

Pnl. E

Bg.

day night

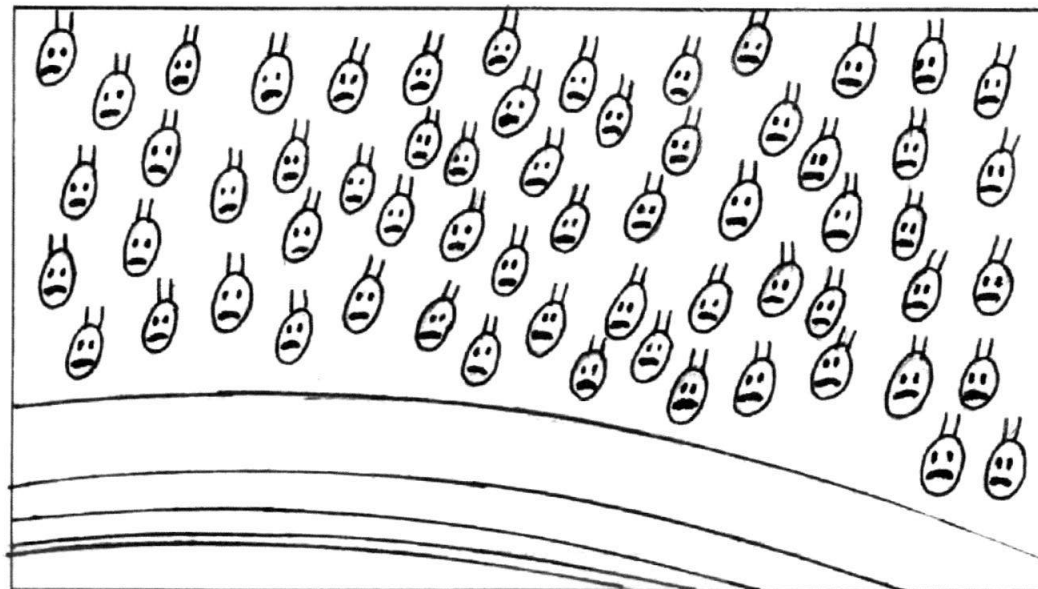


Sc. 84

Pnl. A

Bg.

day night



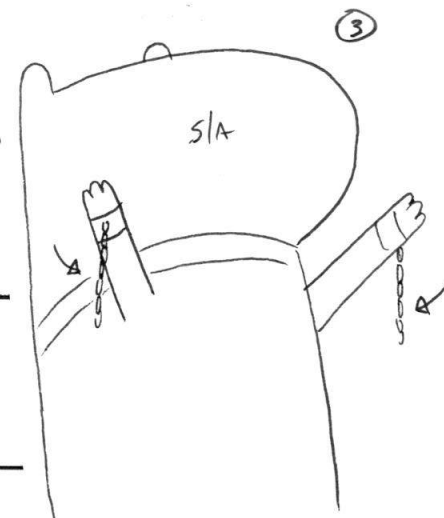
Dialog:

SFX: MAYBE THE SOUND OF CHAINS
BREAKING. =PINK!=

Action:

GORALINA BREAKS HER CHAINS.

Timing:



DEC 13 2013

EPISODE #

Production :

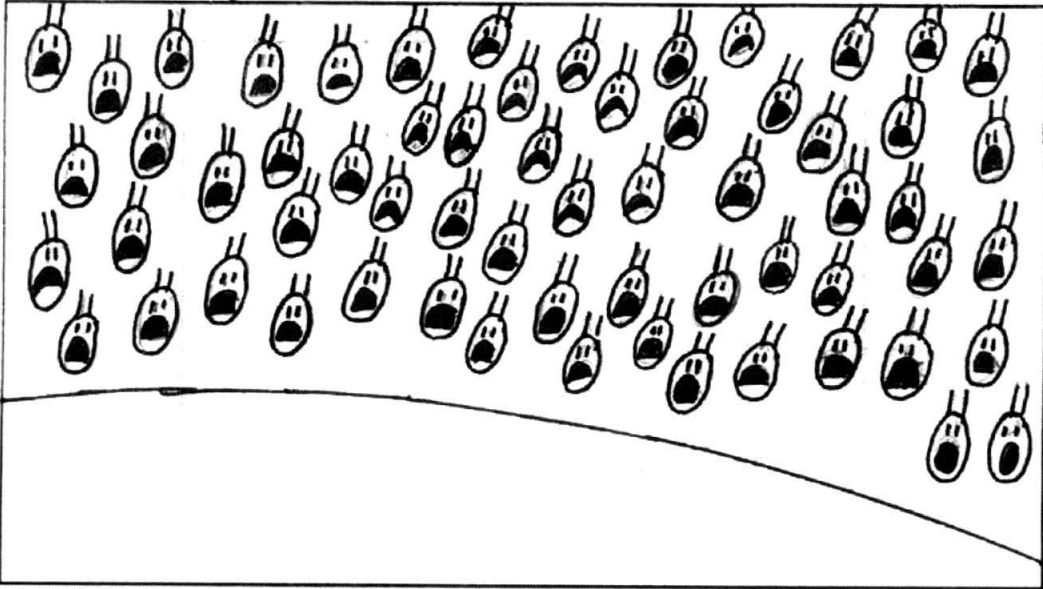
1025/102

1025/162

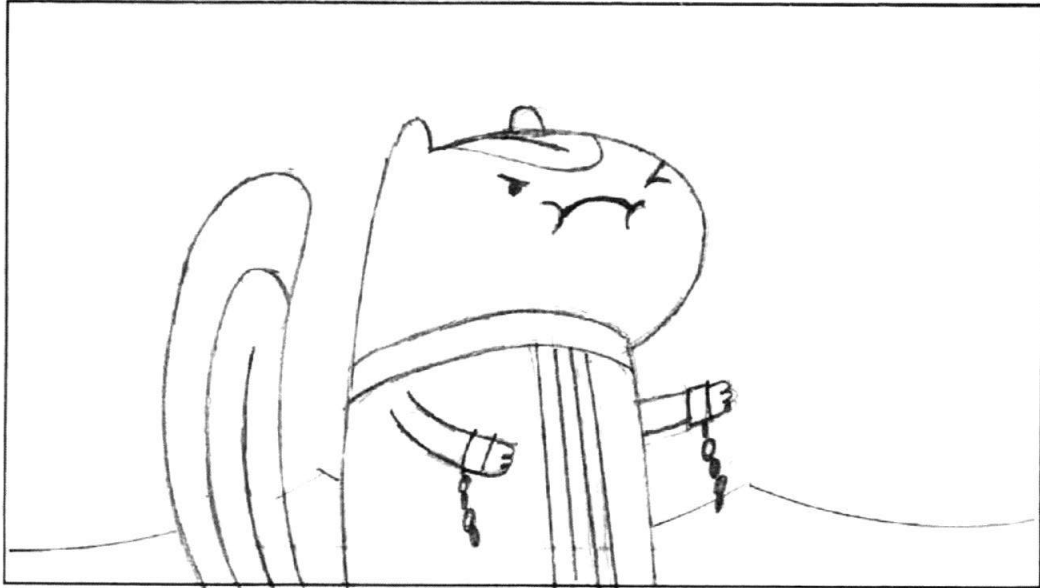
ADVENTURE TIME



Sc. 84 *cont* Pnl. B Bg. day night



Sc. 85 Pnl. A Bg. day night



Dialog:	<u>AUDIENCE:</u> OHHHH!
Action:	ON GORALINA <div>ESC 13 2013</div>
Timing:	

EPISODE #

Production :

ADVENTURE TIME



Page **221**

Sc. 85 *CONT* Pnl. B Bg. day night



Sc. 85 *CONT* Pnl. C Bg. day night



Dialog:	
Action:	GORALINA GRABS THE STRINGS ATTACHED TO THE COLLAR AROUND HER NECK.
	ANTIC.
Timing:	

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



ct

Page 222

222A NEXT

Sc. 85 CONT

Pnl. D

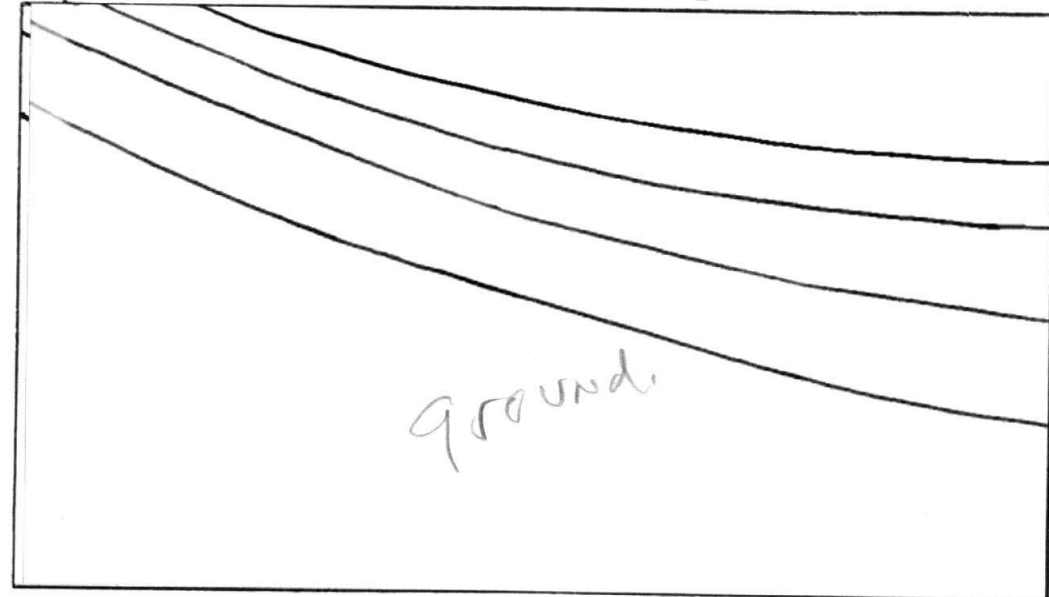
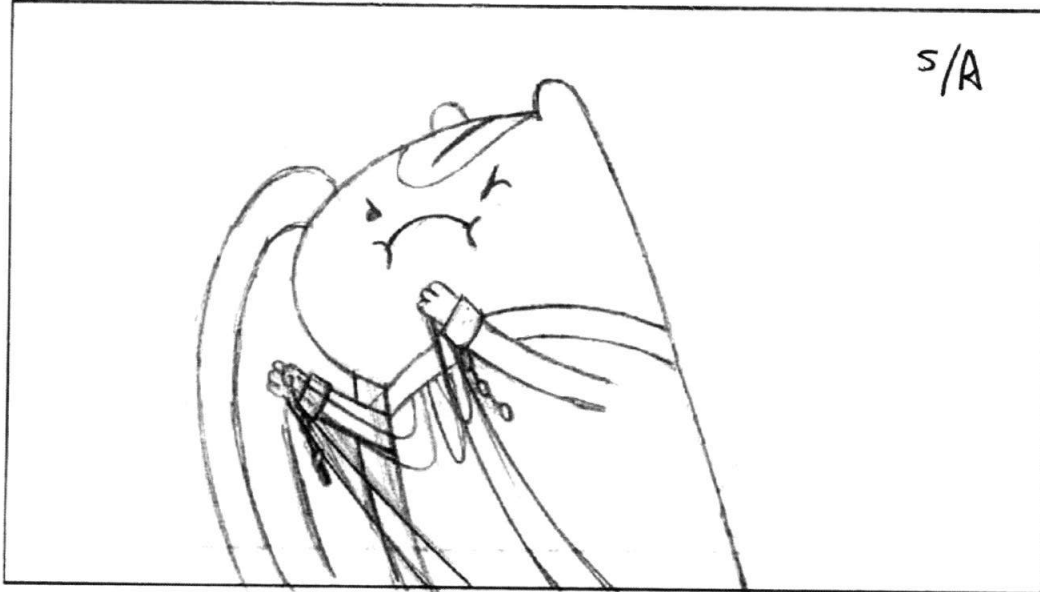
Bg.

day night

Sc. 86

Pnl. A

Bg.



Dialog:

Action: GORALINA PULLS FORCEFULLY ON
THE STRINGS (THE STRINGS ATTACHED
TO HER COLLAR)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 86 *CONT*

Pnl. B

Bg.

day night

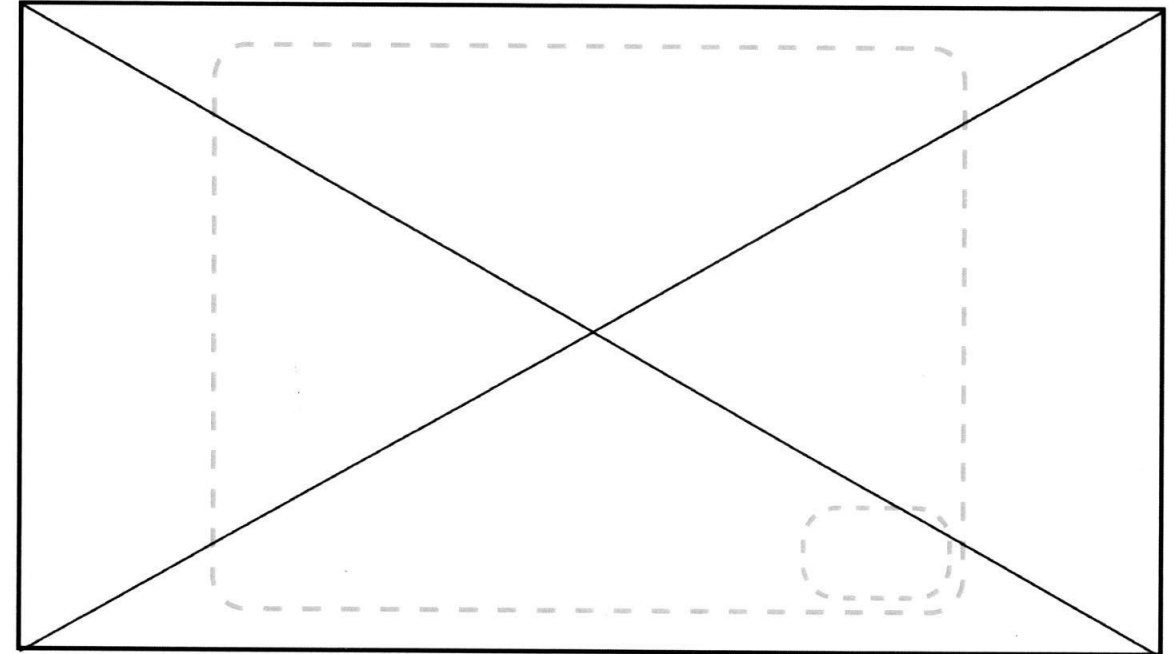
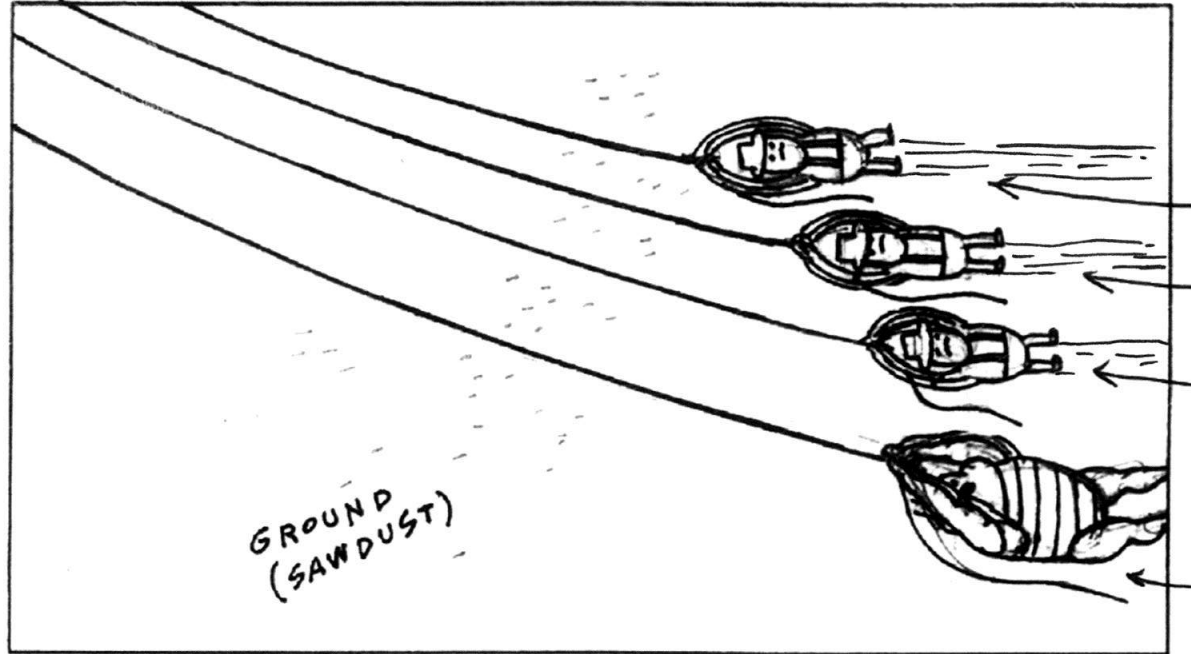
Sc.

Pnl.

Bg.

Page 222A

223 NEXT
day night



Dialog:

Action: — MUSCLEMAN AND THREE ROUSTABOUTS ARE PULLED INTO VIEW, STILL HOLDING THE STRINGS.
— NO BG PAN

DEC 13 2013

Timing:

EPISODE #

1025/162

Production:

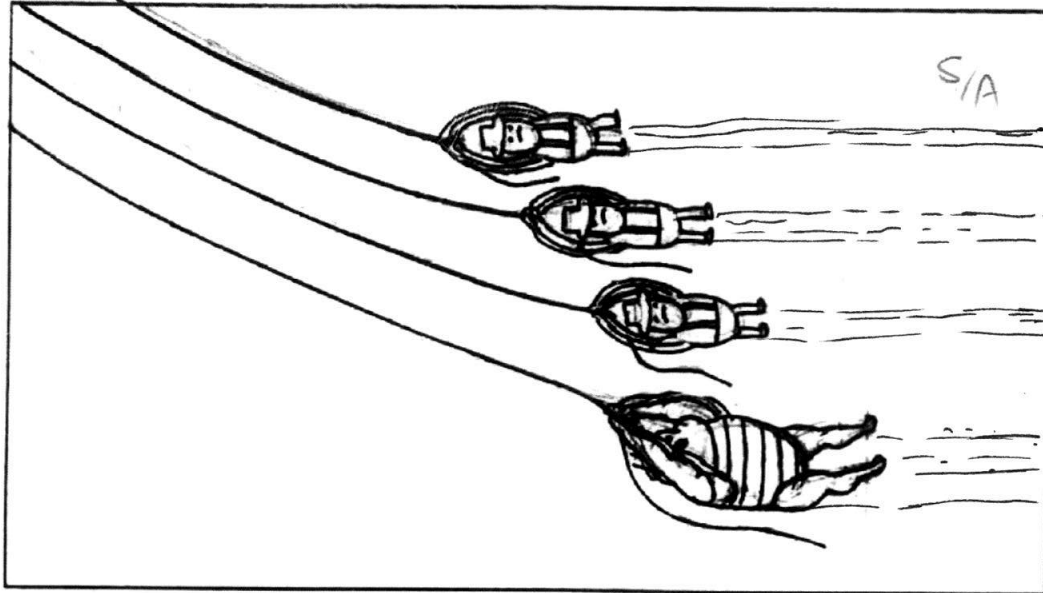
1025/162

ADVENTURE TIME

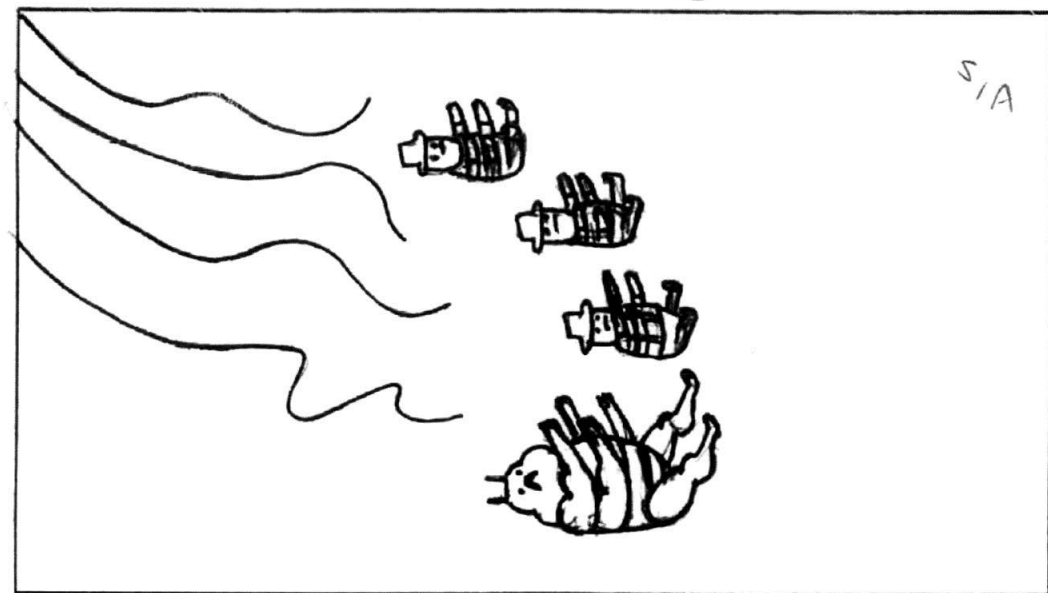


Page 223

Sc. 86 *CONT* Pnl. C Bg. day night



Sc. 86 *CONT* Pnl. D Bg. day night



Dialog:

Action:

THE FOUR CHAIRS LOSE HOLD OF THE STRINGS,
AND COME TO A STOP.

DEC 13 2013

Timing:

EPISODE #

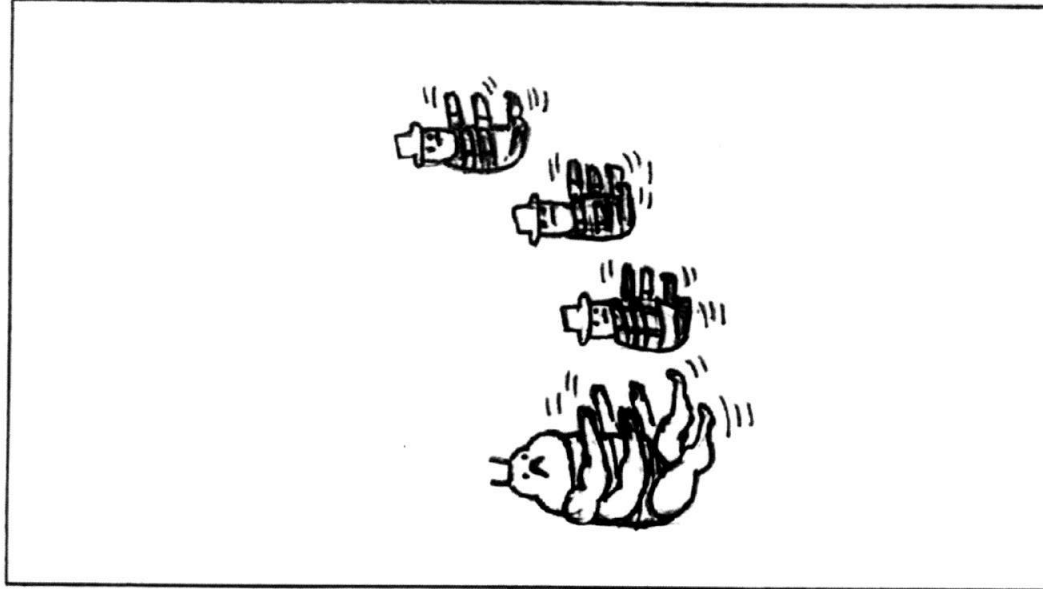
Production :

ADVENTURE TIME

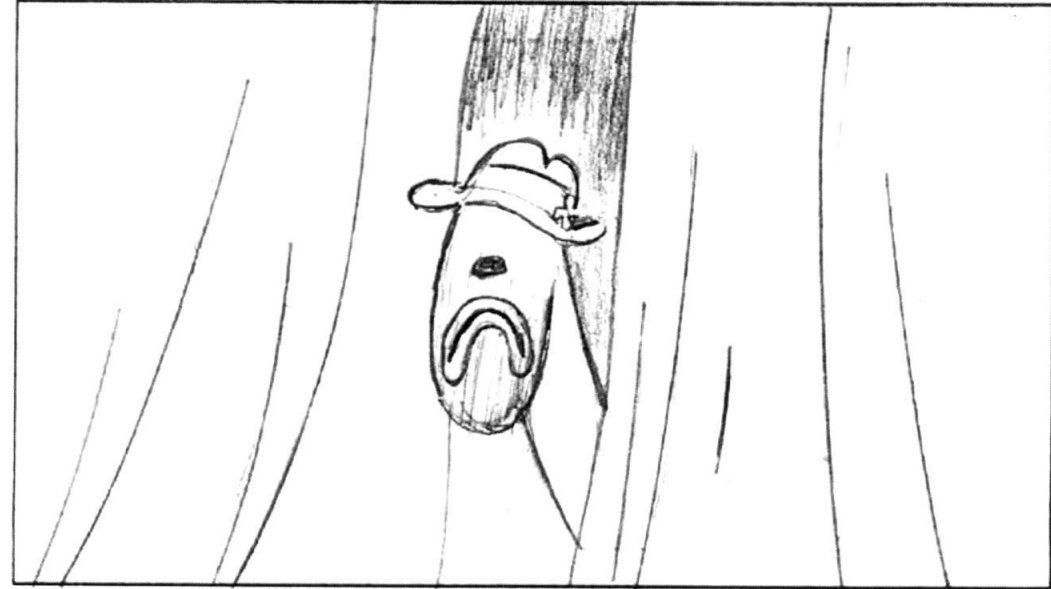


Page **224**

Sc. 86 *CONT* Pnl. E Bg. day night



Sc. 86A Pnl. A Bg. day night



Dialog:

Action: THE FOUR CHARS ARE NOW STUCK ON THEIR BACKS. THEY MOVE THEIR ARMS AND LEGS FRANTICALLY.

CLOSE ON BLUE NOSE. HE IS LOOKING AT GORALINA AND IS WORRIED FOR HER SAFETY.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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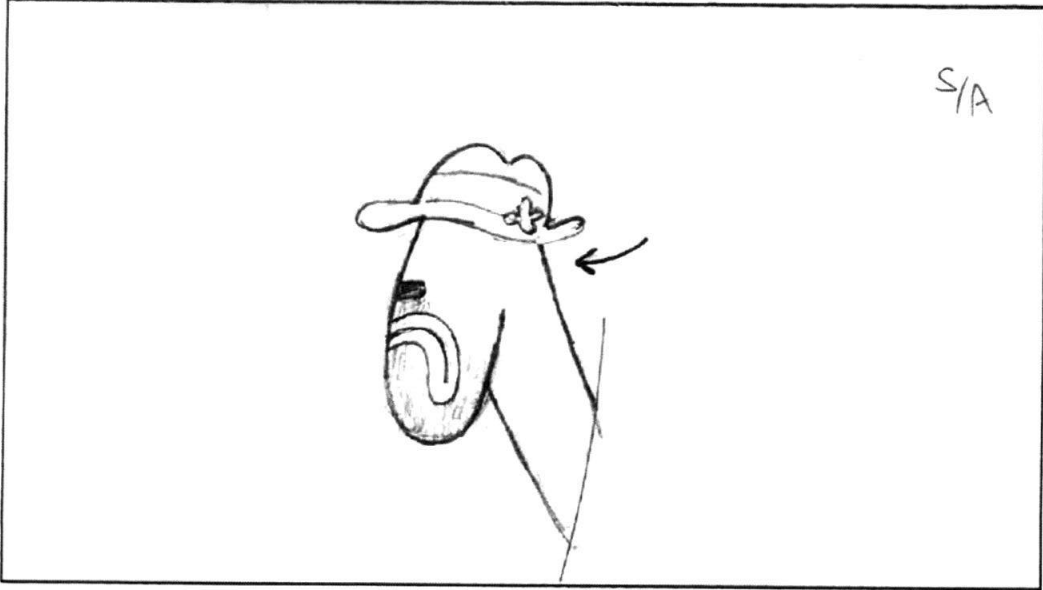
ADVENTURE TIME



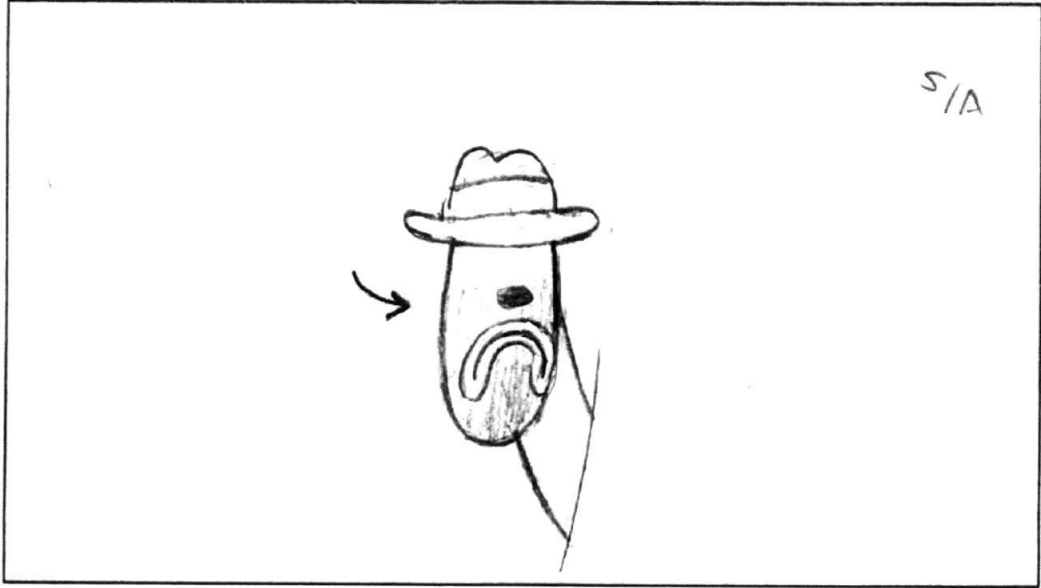
Page 225

Art

Sc. 86A *cont* Pnl. B Bg. day night



Sc. 86A *cont* Pnl. C Bg. day night



Dialog:	
Action:	POSE A BLUE NOSE SHAKES HIS HEAD SADLY.
	POSE B (REPEAT CYCLE.)
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

cut

ADVENTURE TIME



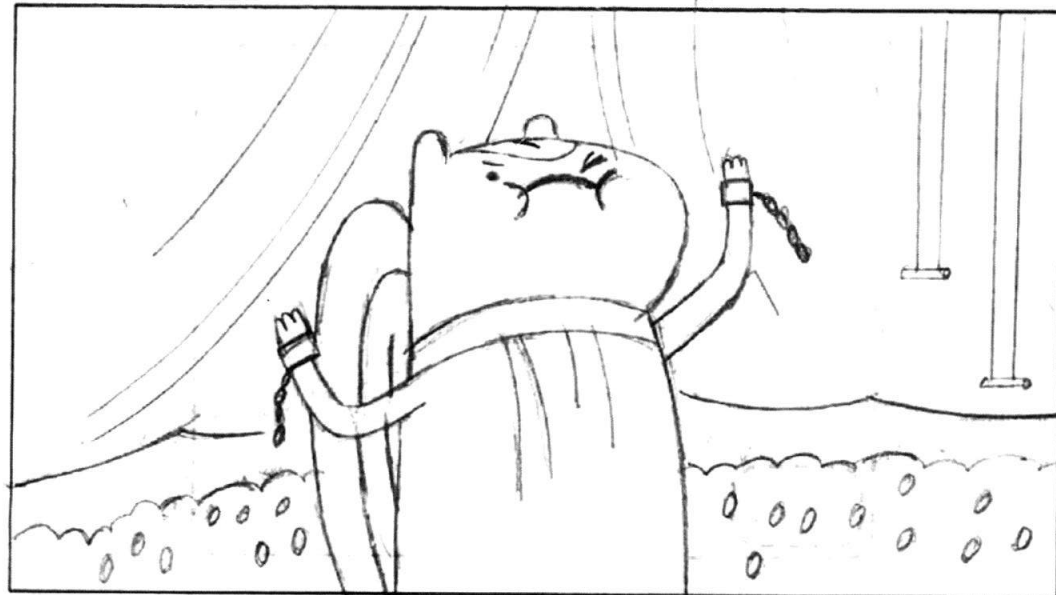
Page 226

Sc. 87

Pnl. A

Bg.

day night



Sc. 87 *cont*

Pnl. B

Bg.

day night



Dialog:

Action: GORALINA PUMPS HER ARMS IN A SHOW OF MONSTROUS STRENGTH. (SLOWLY IF POSS.)
POSE A

POSE B

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **227**

Sc. 87 *cont*

Pnl. C

Bg.

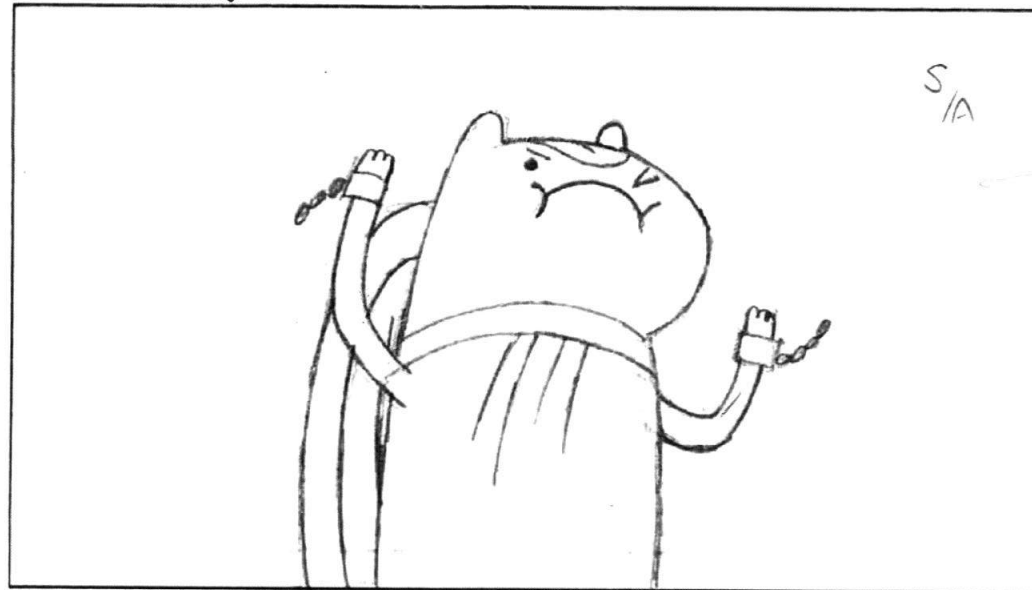
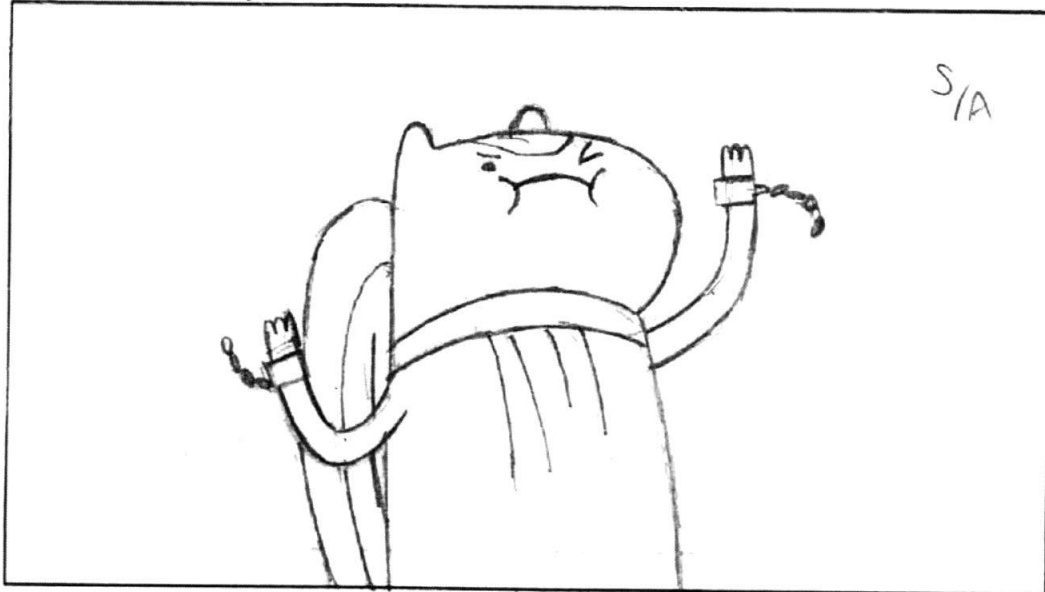
day night

Sc. 87 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

POSE A

POSE B

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Hu
Cut

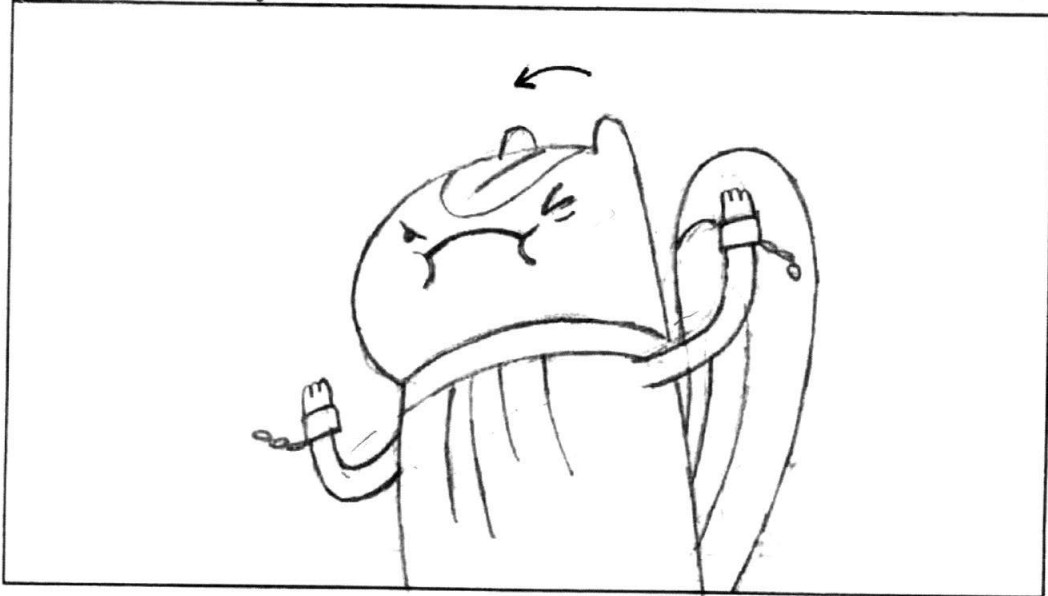
228
Pano

Sc. 87 *CONT*

Pnl. E

Bg.

day night

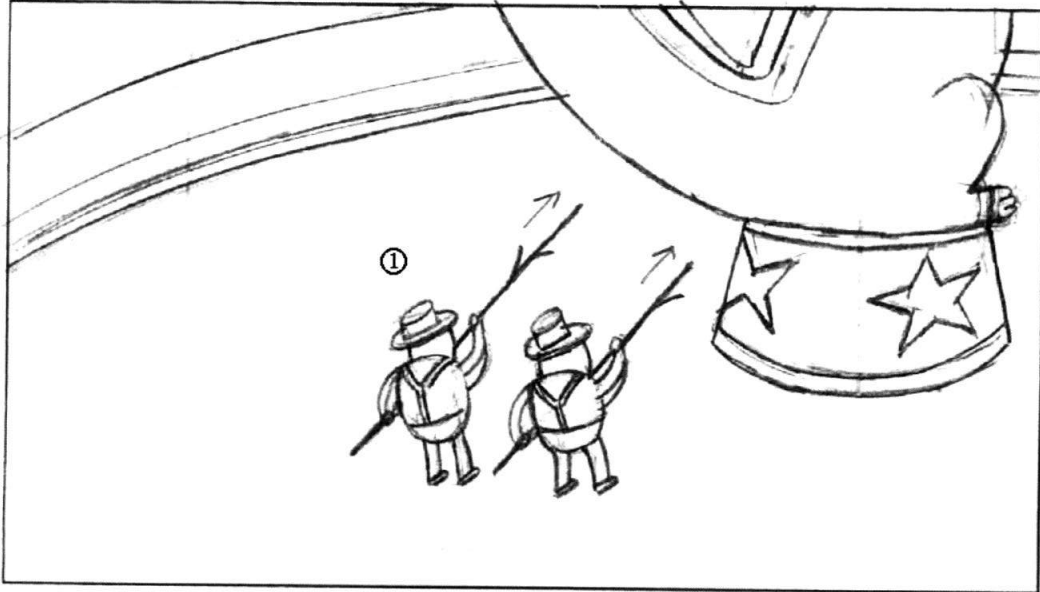


Sc. 88

Pnl. A

Bg.

day night



Dialog:

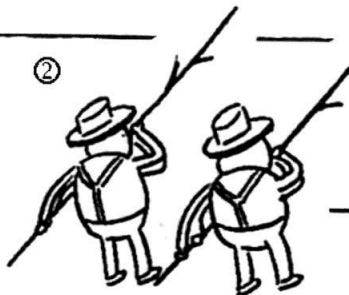
Action:

GORALINA TURNS.

ON THE TWO ROUSTABOUTS WITH STICKS.

DEC 13 2013

Timing:



EPISODE #

Production :

ADVENTURE TIME



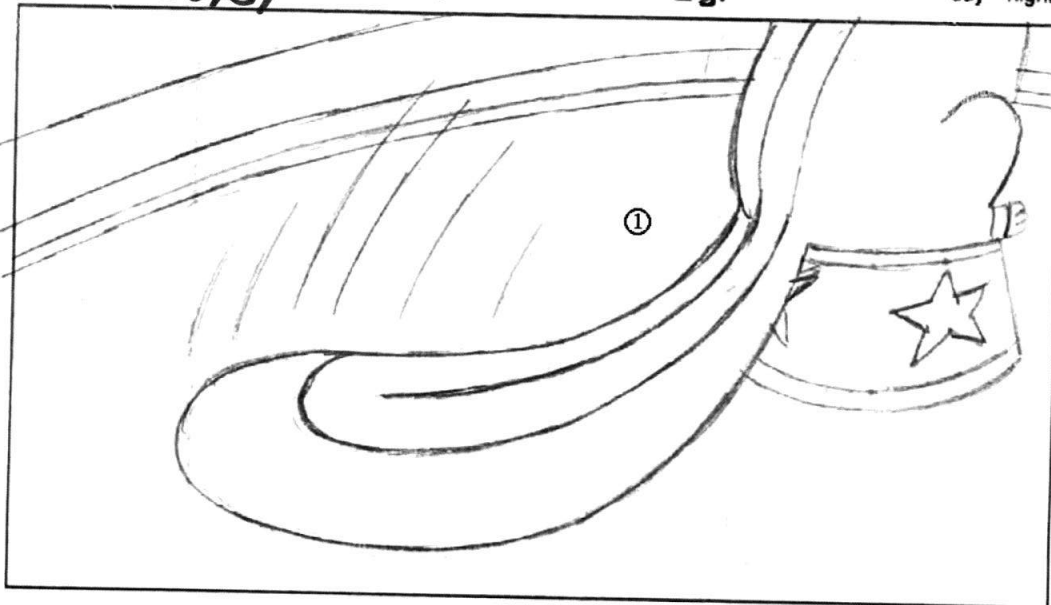
Page 229

140
cut

Sc. 88 *CONT* Pnl. B

Bg.

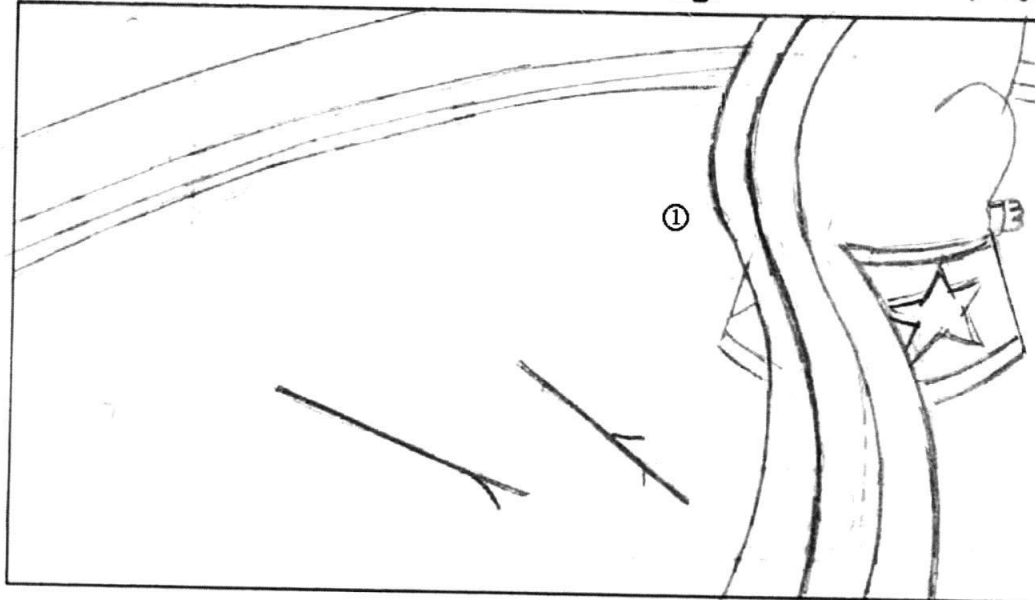
day night



Sc. 88 *CONT* Pnl. C

Bg.

day night



EPISODE #

Dialog:

SFX: * SWAKK! *

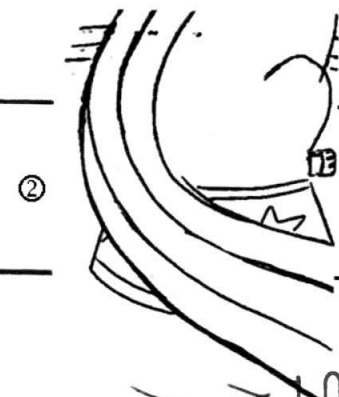
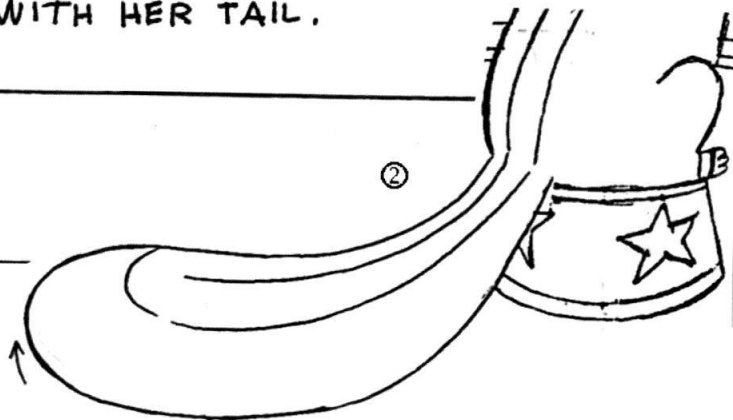
DEC 13 2013

Action:

GORALINA SWIPES THE TWO ROUSTABOUTS WITH HER TAIL.

ROUSTABOUTS ARE NOW O.S. (HAVING BEEN SWEEP AWAY).

Timing:



Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **230**

Sc.	Pnl.	Bg.	day night

Sc. 89	Pnl. A	Bg.	day night

Dialog:

Action:

Timing:



START ON GORALINA LOOKING DOWN AT THE SPOT WHERE THE TWO ROUSTABOUTS WERE STANDING.

DEC 13 2013

EPISODE #

Production :

1025/162

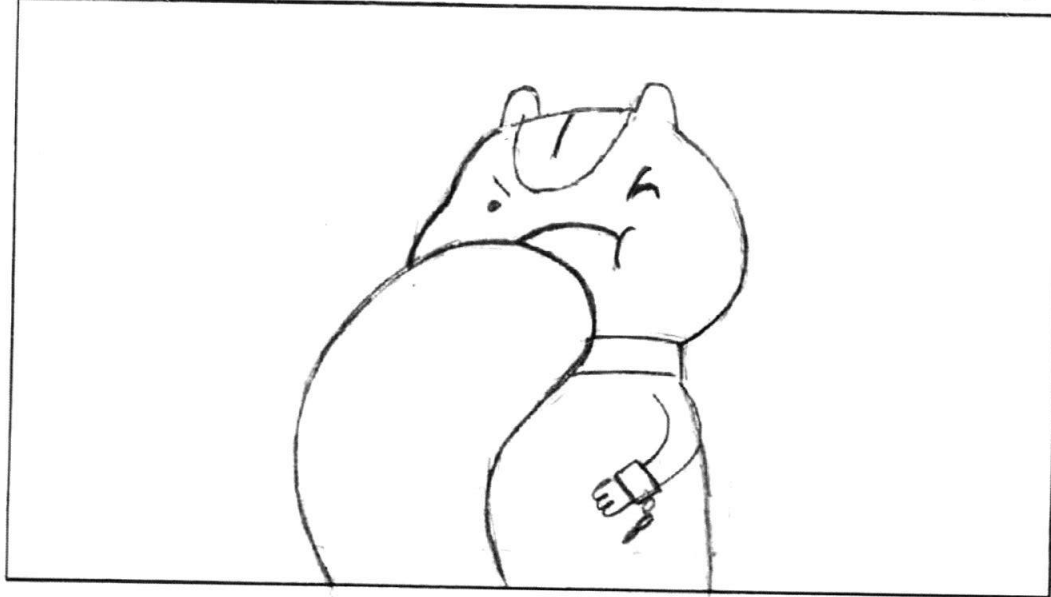
1025/162

ADVENTURE TIME



Page **231**
day night

Sc. 89 *CONT* Pnl. B Bg.



day night

Sc. 89 *CONT* Pnl. C Bg.



day night

Dialog:

SFX: CRACK! (O.S. WHIP)

Action:

SETTLE GORALINA...

... INTO A DEFIANT POSE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

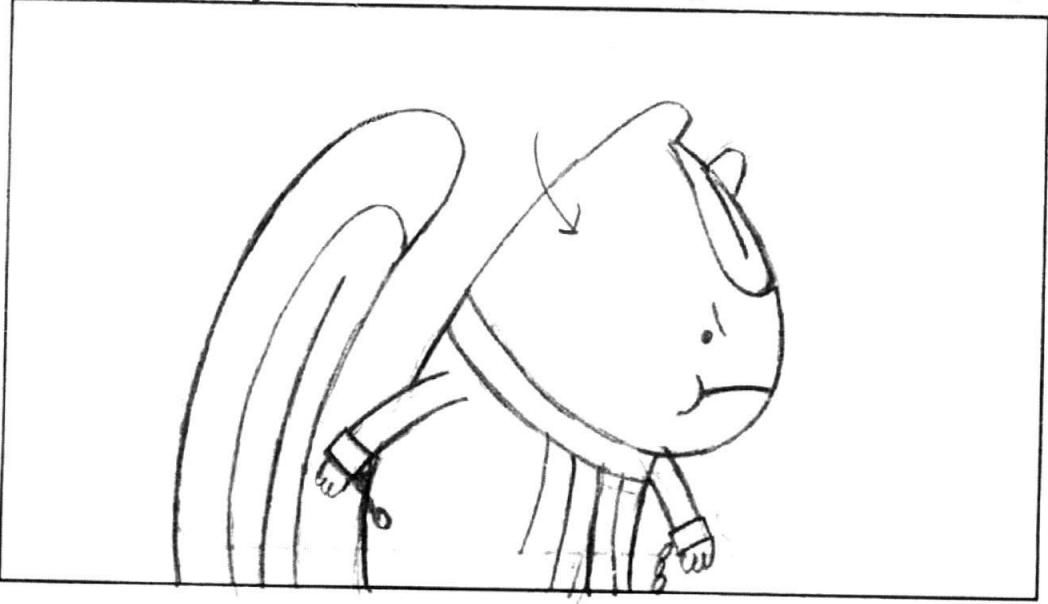
ADVENTURE TIME



Sc. 89 *cont* Pnl. D

Bg.

day night

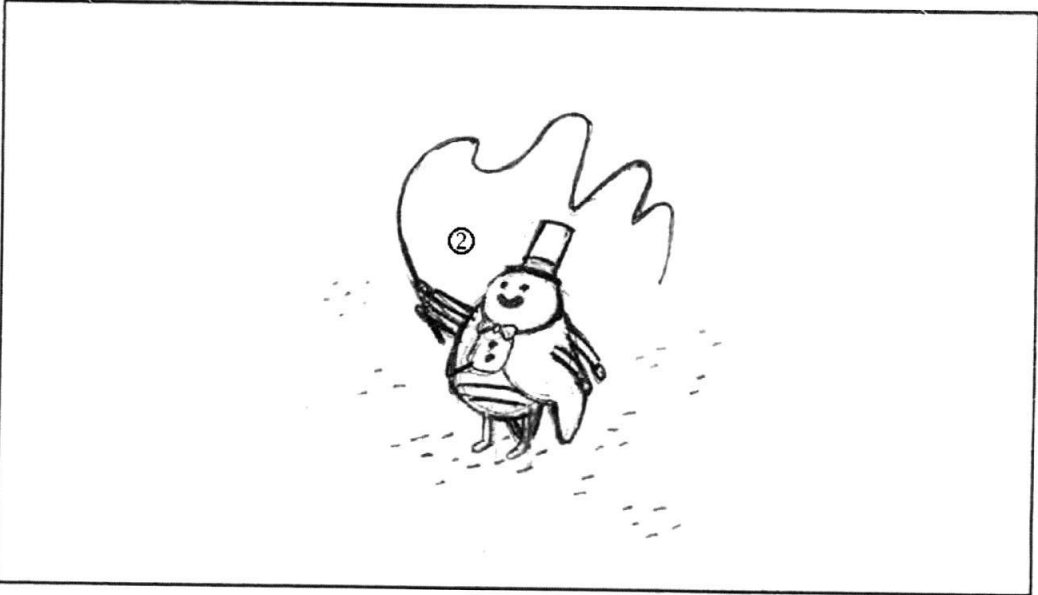


Sc. 90

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: Hahaha!

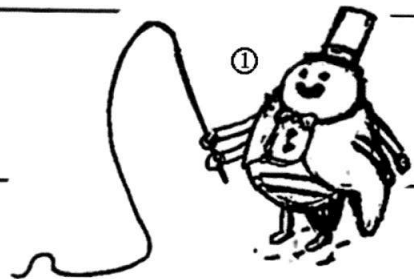
Action:

GORALINA LOOKS DOWN TO THE RINGMASTER.

ON RINGMASTER, HAPPY THAT THE ACT IS SO EXCITING.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



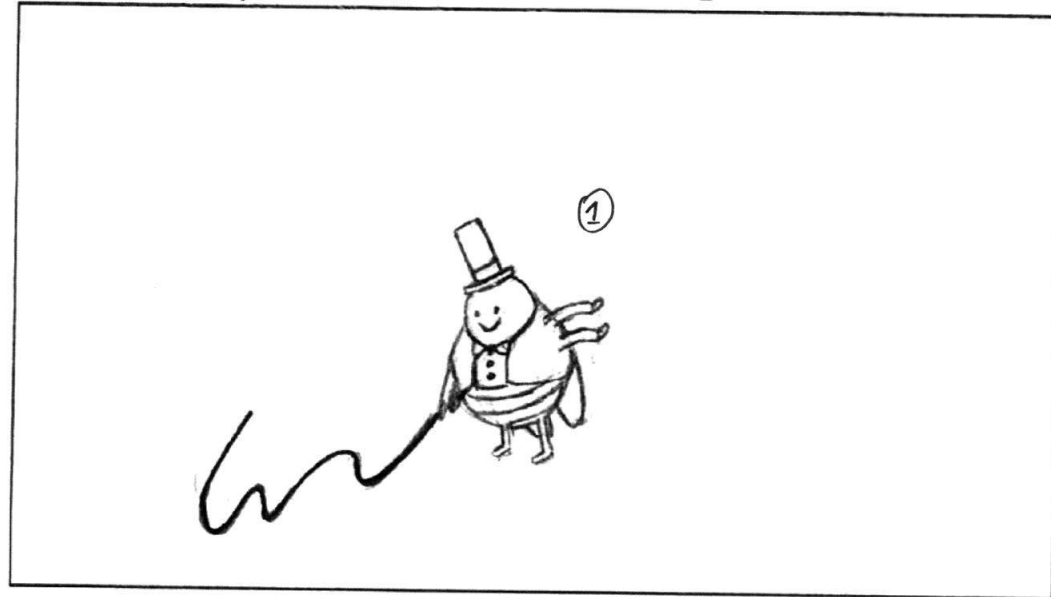
Page **233**

Sc. 90 *CONT*

Pnl. B

Bg.

day night

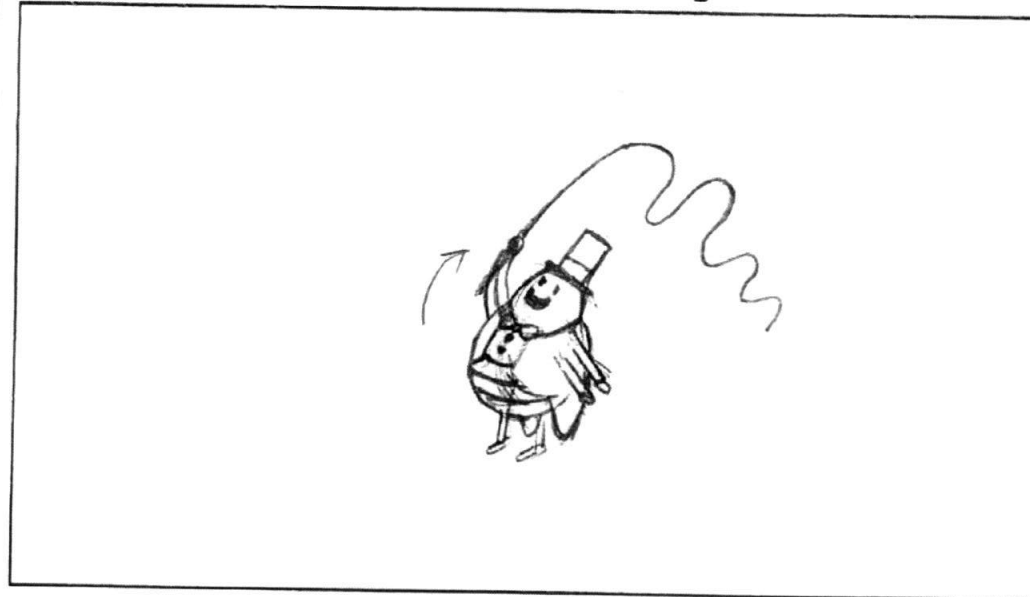


Sc. 90 *CONT*

Pnl. C

Bg.

day night



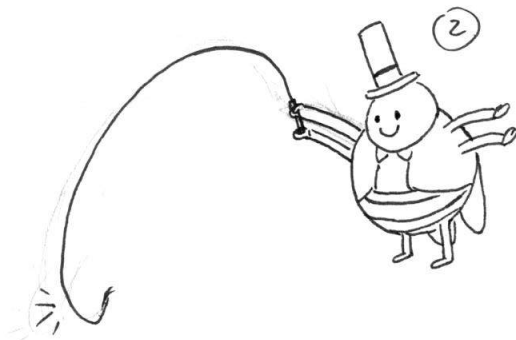
Dialog:

SFX: CRACK!

RINGMASTER: ATTA GIRL! ...

Action:

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



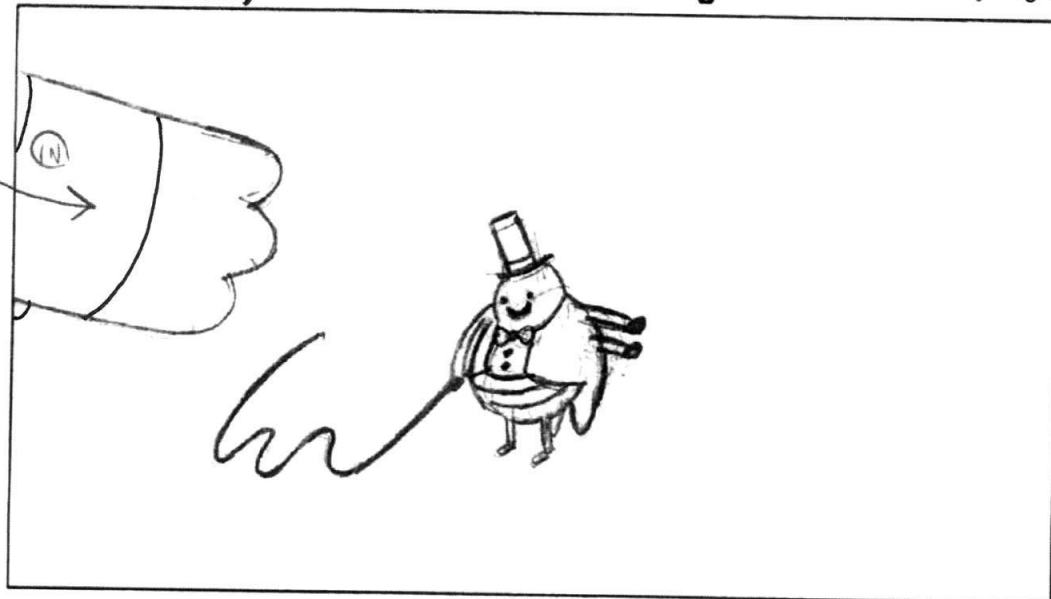
Page 234

Sc. 90 *CONT*

Pnl. D

Bg.

day night

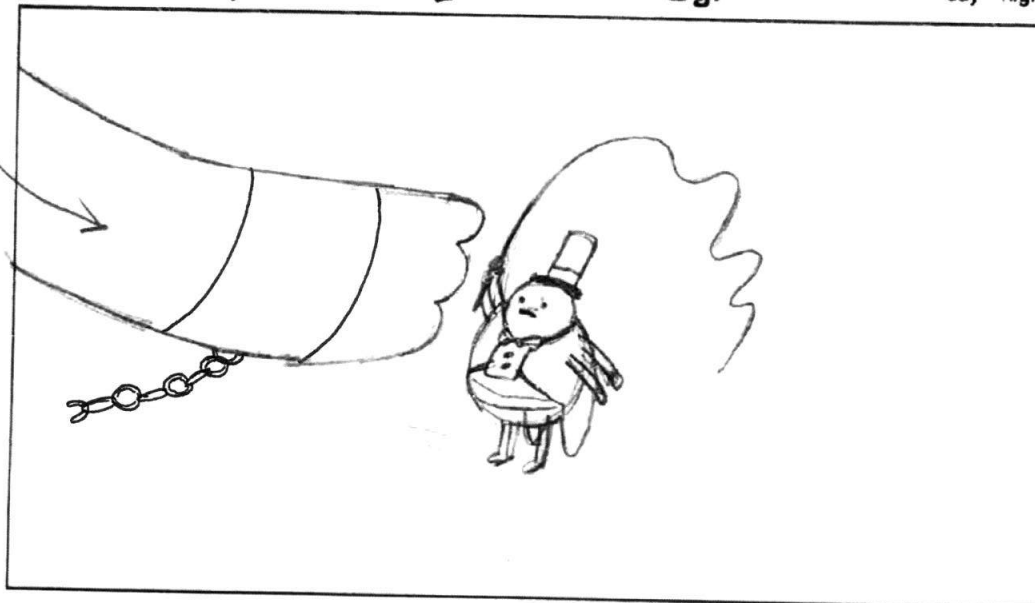


Sc. 90 *CONT*

Pnl. E

Bg.

day night



Dialog:

SFX: CRACK!

Action:

GORALINA'S PAW COMES INTO SCENE.
(SLOWLY IF POSS.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



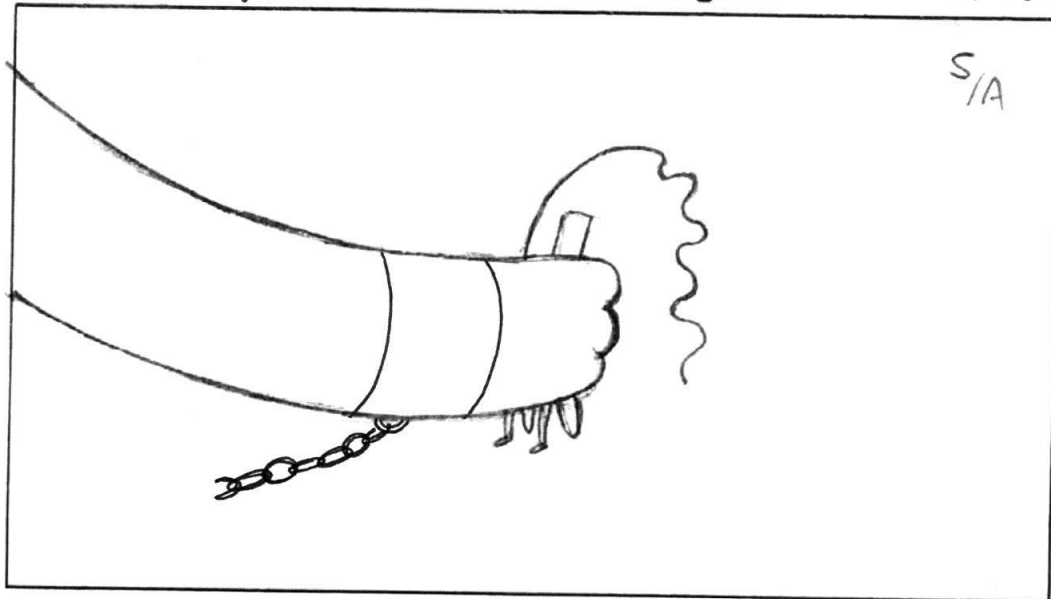
Page 235

Sc. 90 *CONT*

Pnl. F

Bg.

day night

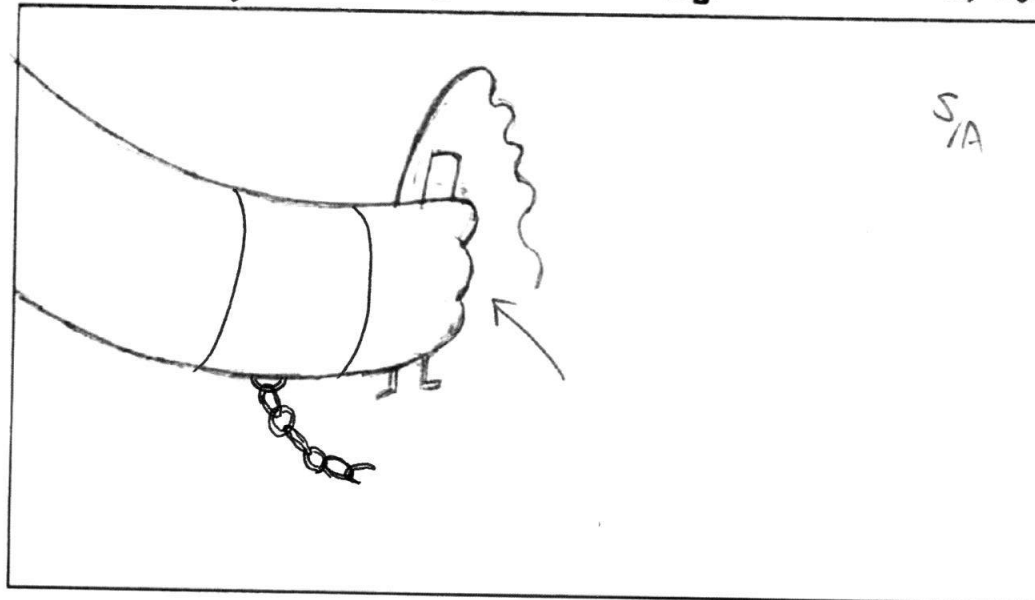


Sc. 90 *CONT*

Pnl. G

Bg.

day night



Dialog:

Action:

GORALINA'S PAW GRABS THE RINGMASTER.

GORALINA LIFTS THE RINGMASTER OUT OF THE SCENE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

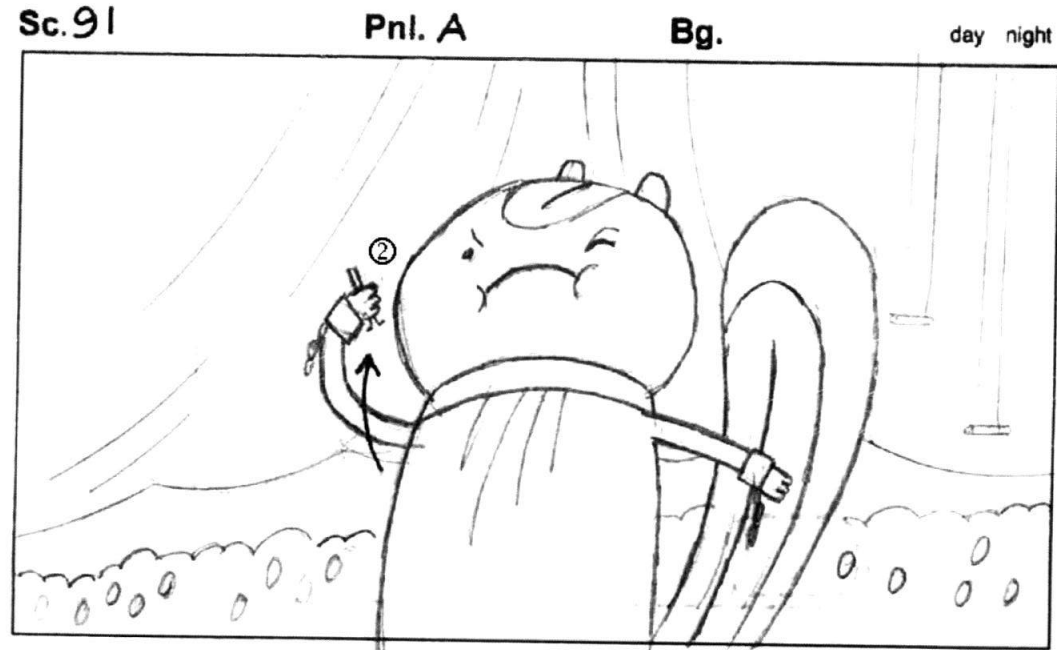
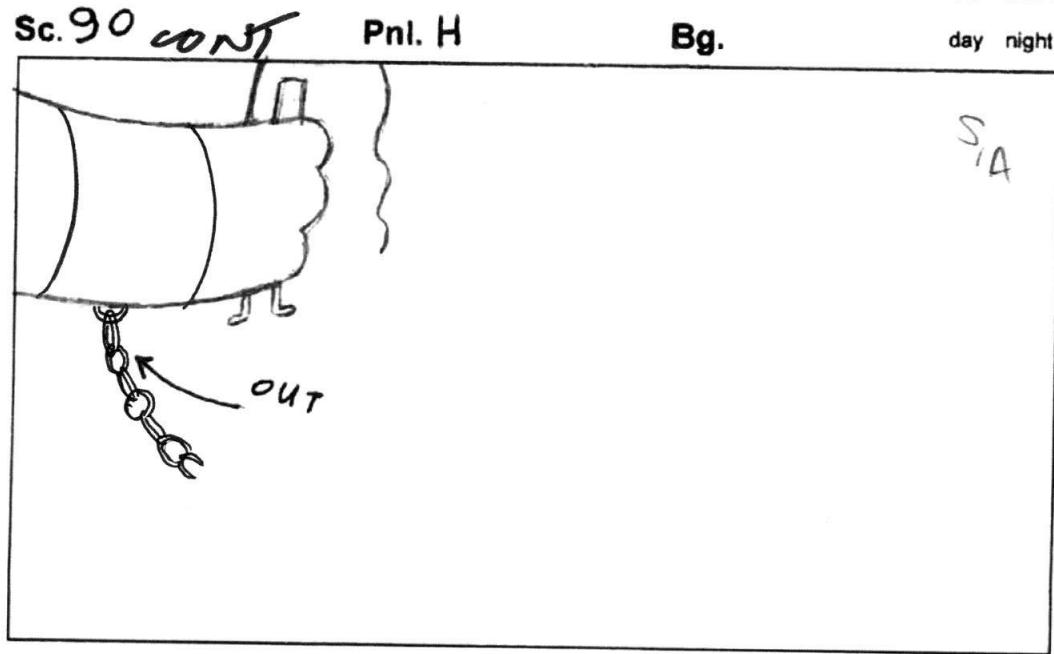
1025/162

1025/162

ADVENTURE TIME



236
Pana



Dialog:	
Action:	SETTLE GORALINA IN A POSE, HOLDING THE RINGMASTER.
Timing:	

DEC 13 2013



EPISODE #

Production :

ADVENTURE TIME



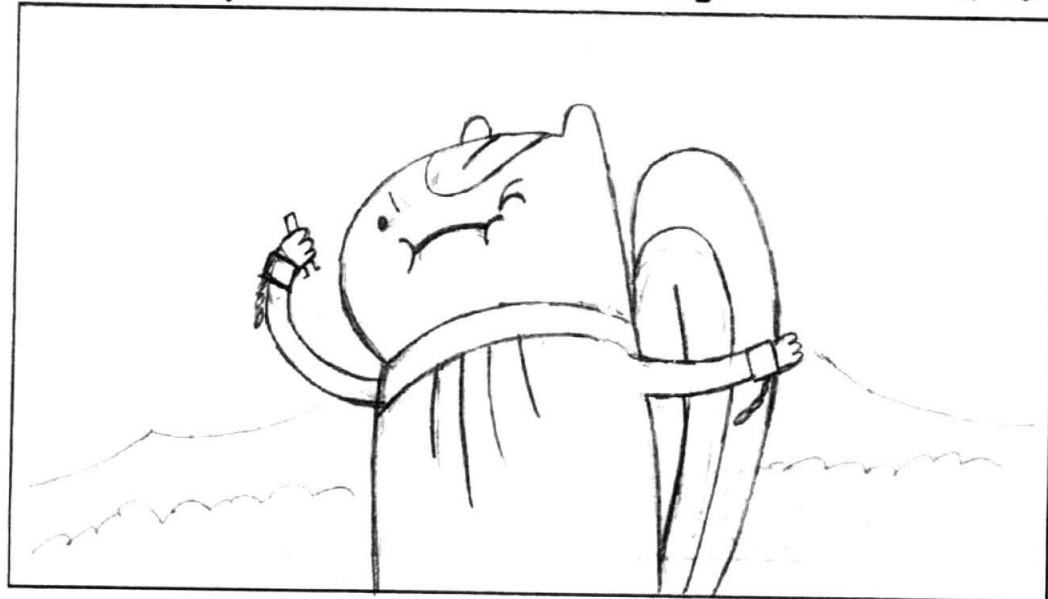
Page **237**

Sc. 91 *CONT*

Pnl. B

Bg.

day night

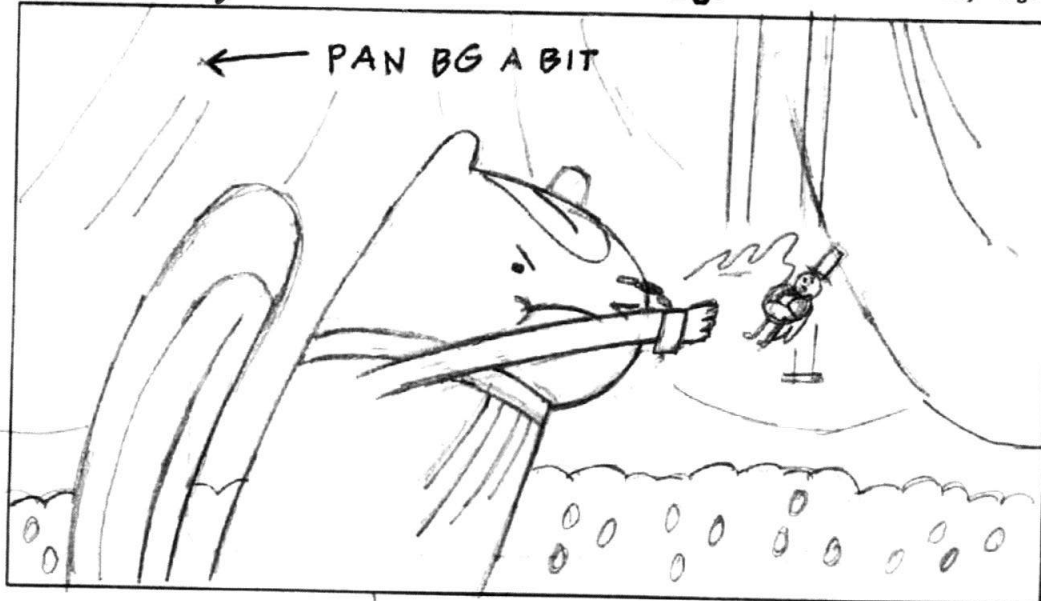


Sc. 91 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

ANTIC. THROW

GORALINA THROWS THE RINGMASTER TO O.S.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **238**

Sc. 91 *CONT*

Pnl. D

Bg.

day night

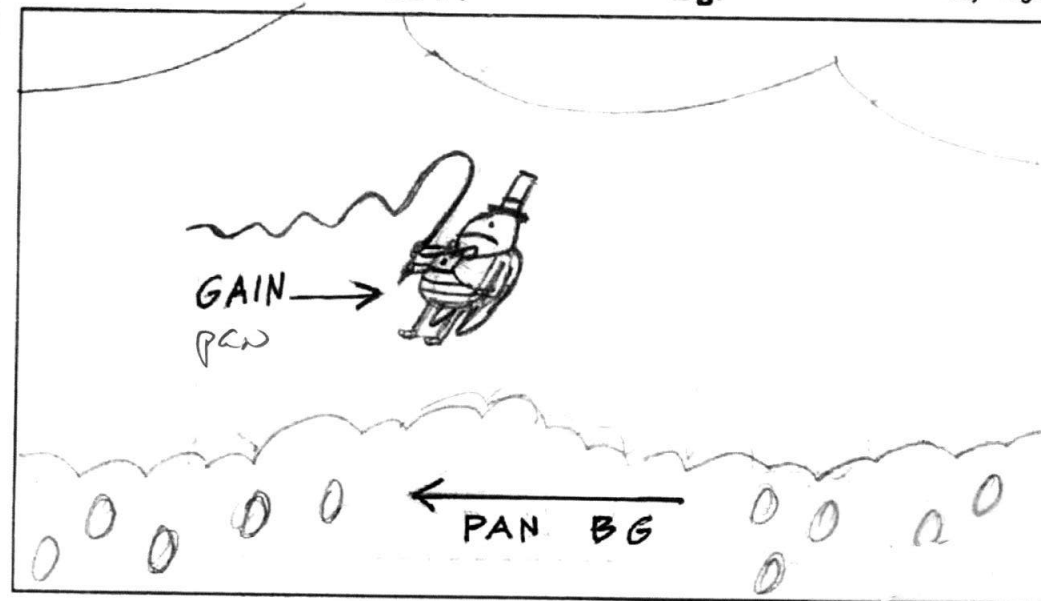


Sc. 92

Pnl. A

Bg.

day night



Dialog:

Action:

(FOLLOW THROUGH)

- ON RINGMASTER FLYING THROUGH THE AIR
- PAN B.G. / GAIN RINGMASTER

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

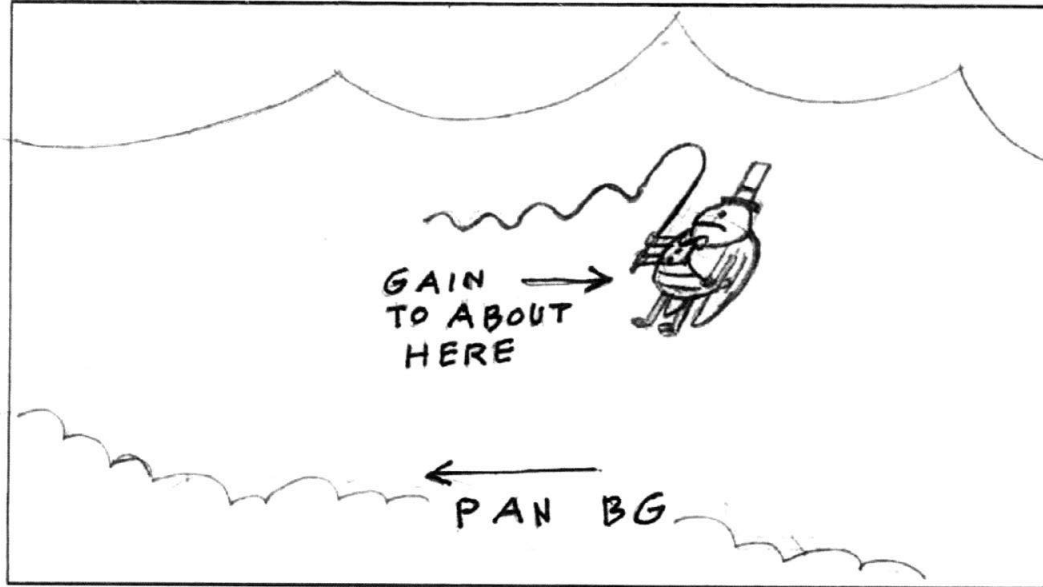
1025/162

ADVENTURE TIME



Page **239**

Sc. 92 *CONT* Pnl. B Bg. day night



Sc. 93 Pnl. A Bg. day night



Dialog:

Action:

GORALINA IN A DRAMATIC POSE, HAVING THROWN AWAY THE RINGMASTER.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page 240

Sc. 93 CONT

Pnl. B

Bg.

day night

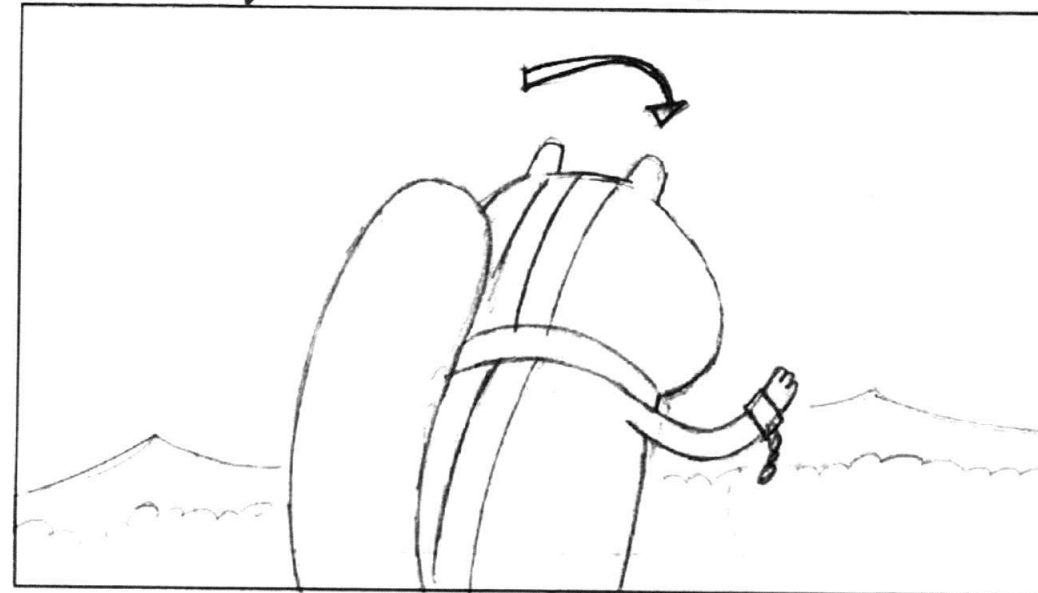


Sc. 93 CONT

Pnl. C

Bg.

day night



Dialog:

SFX: * THOOM THOOM THOOM *

Action:

INTO TURN

GORALINA TURNS HER ATTENTION TO
THE BUG AUDIENCE.

DEC 13 2013

Timing:

Production :

EPISODE #

Cut

1025/162

1025/162

Cut

ADVENTURE TIME



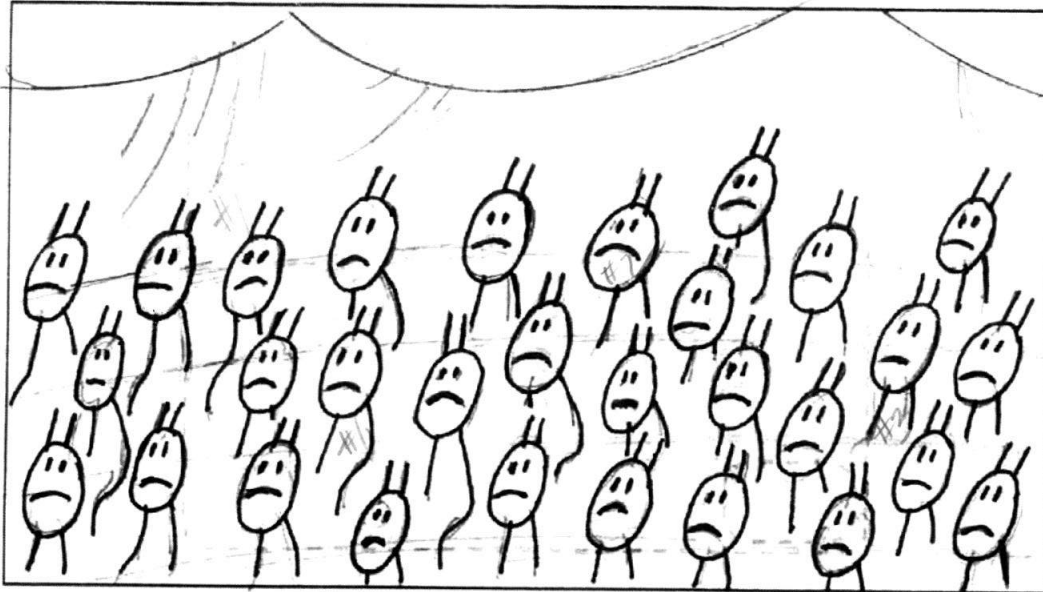
Page 241

Sc. 94

Pnl. A

Bg.

day night

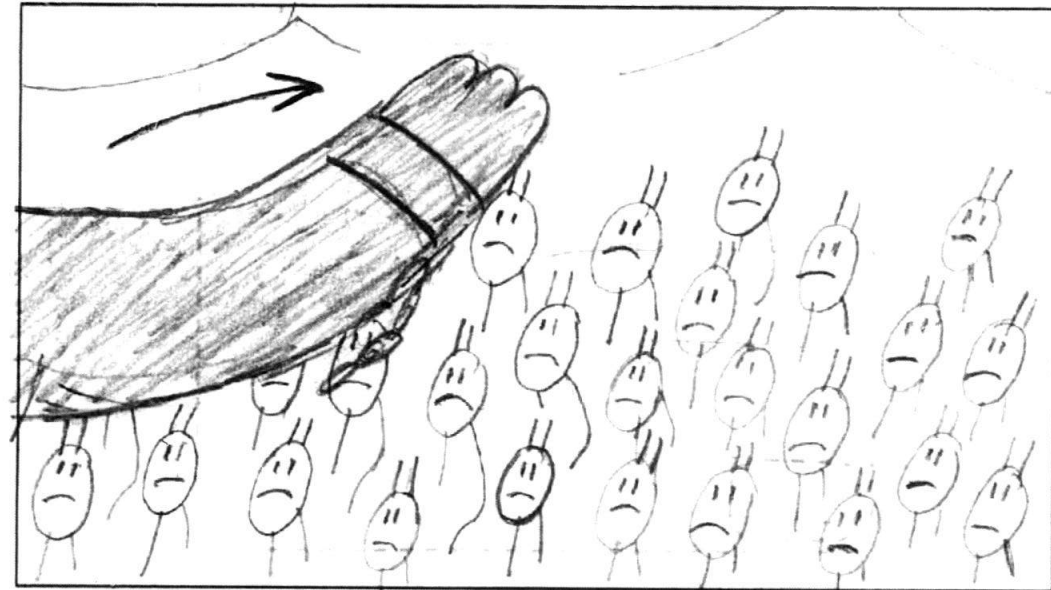


Sc. 94 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

ON AUDIENCE, LOOKING WORRIED AND STUNNED.

ENTER GORALINA'S GIGANTIC ARM
(SLOWLY IF POSS.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

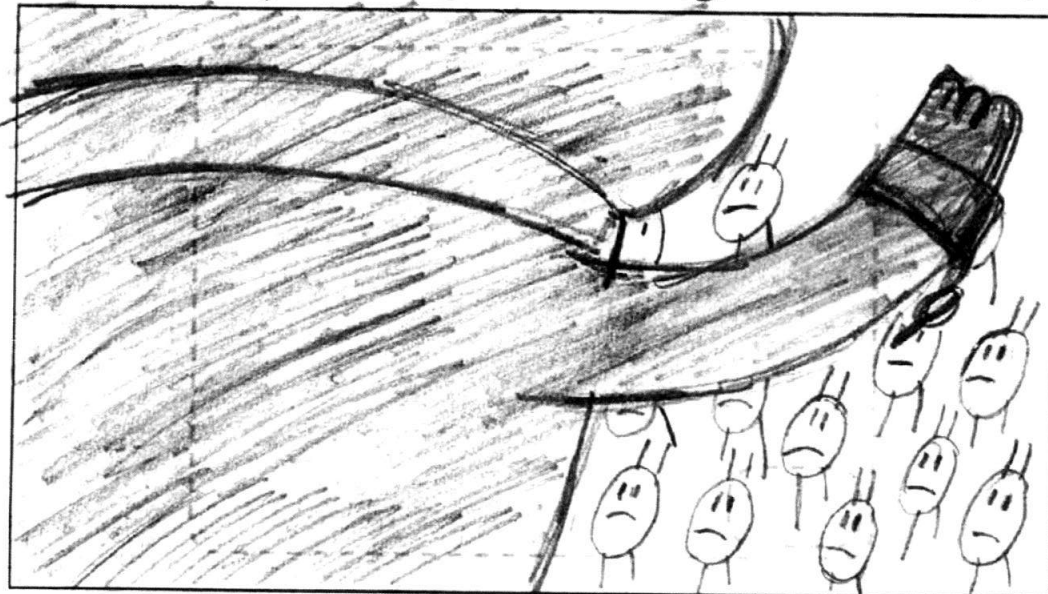


Page **242**

Sc. 94 *CONT* Pnl. C

Bg.

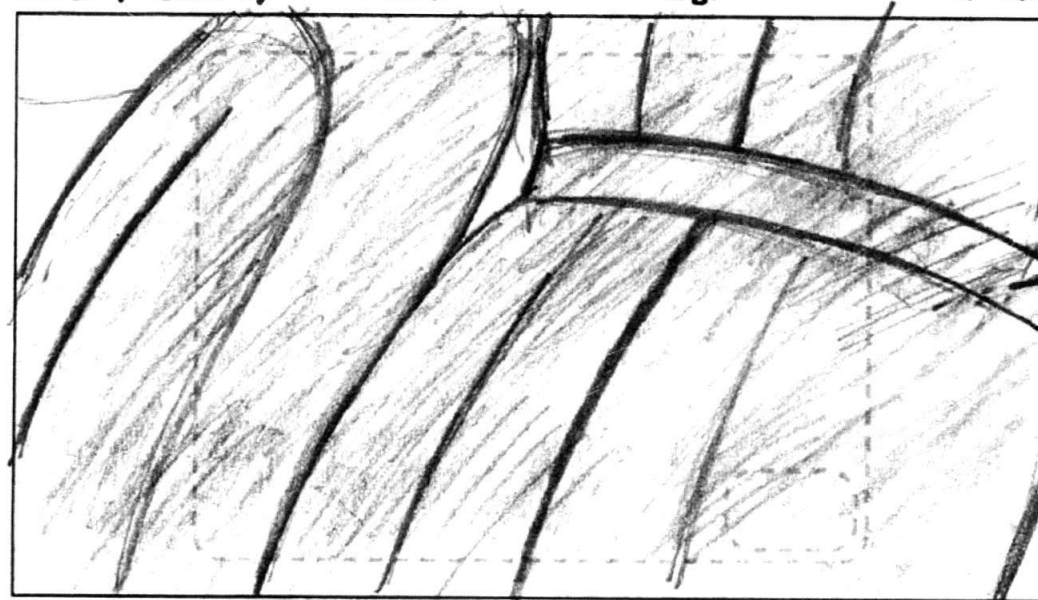
day night



Sc. 94 *CONT* Pnl. D

Bg.

day night



Dialog:

Action: **ENTER GORALINA**

- GORALINA FILLS MOST OF THE SCREEN.
- BUGS ARE NOW HIDDEN FROM CAMERA.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



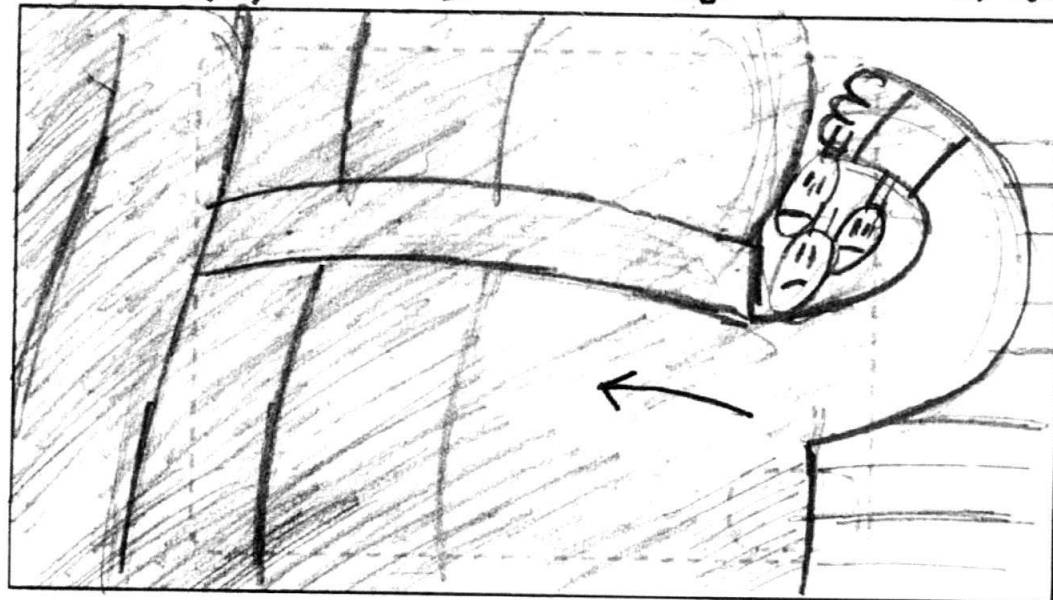
Page 243

Sc. 94 *CONT*

Pnl. E

Bg.

day night

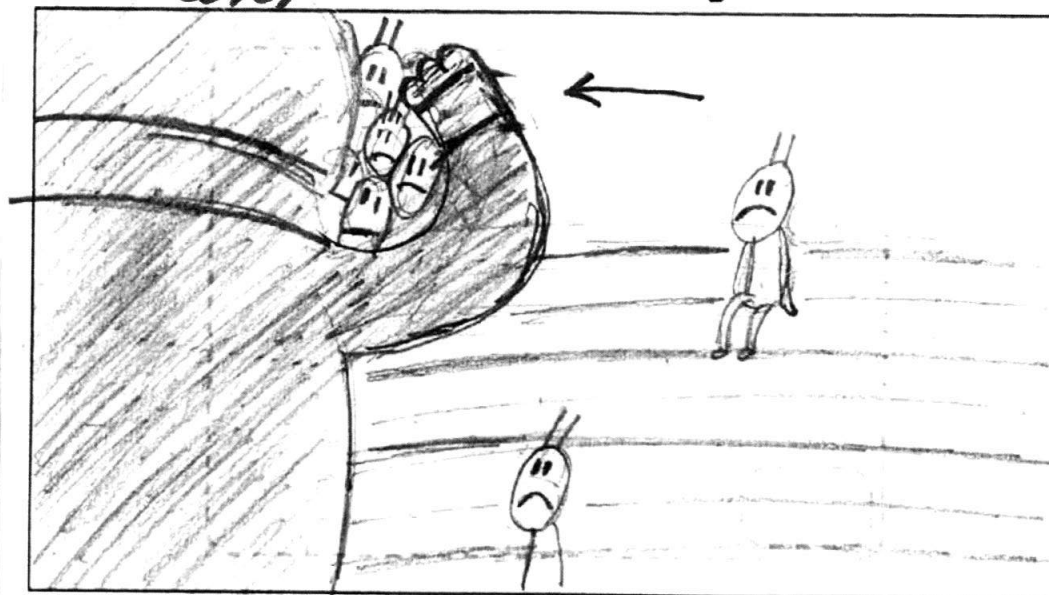


Sc. 94 *CONT*

Pnl. F

Bg.

day night



Dialog:

Action: GORALINA MOVES ACROSS SCREEN,
GATHERING BUGS...

ONLY A COUPLE OF BUGS ARE LEFT BEHIND.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



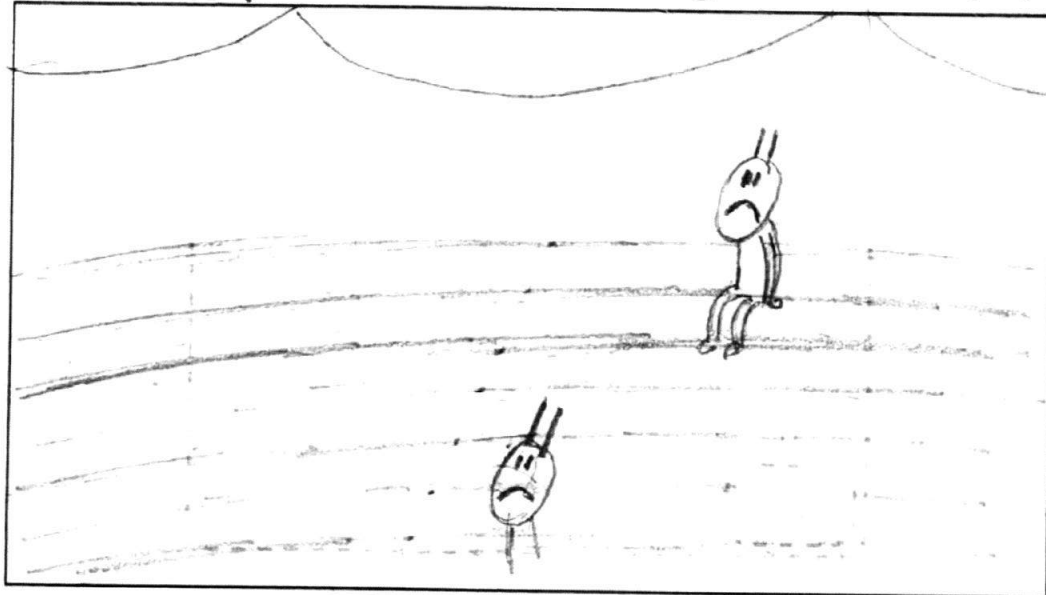
Page **244**

Sc. 94 *cont*

Pnl. G

Bg.

day night

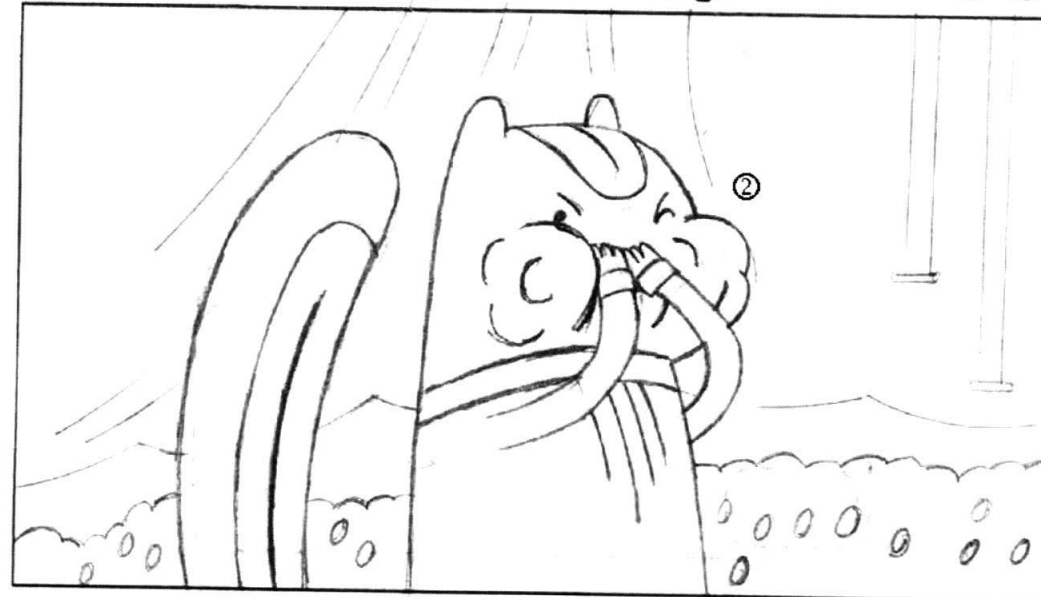


Sc. 95

Pnl. A

Bg.

day night



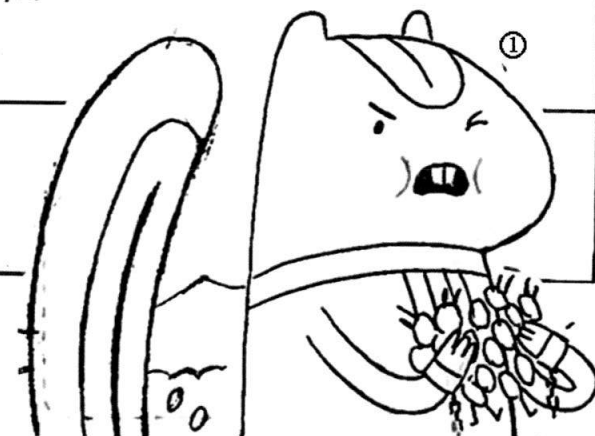
Dialog:

Action:

Timing:

ON GORALINA, CRAMMING BUGS INTO
HER CHEEKS.

DEC 13 2013



EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



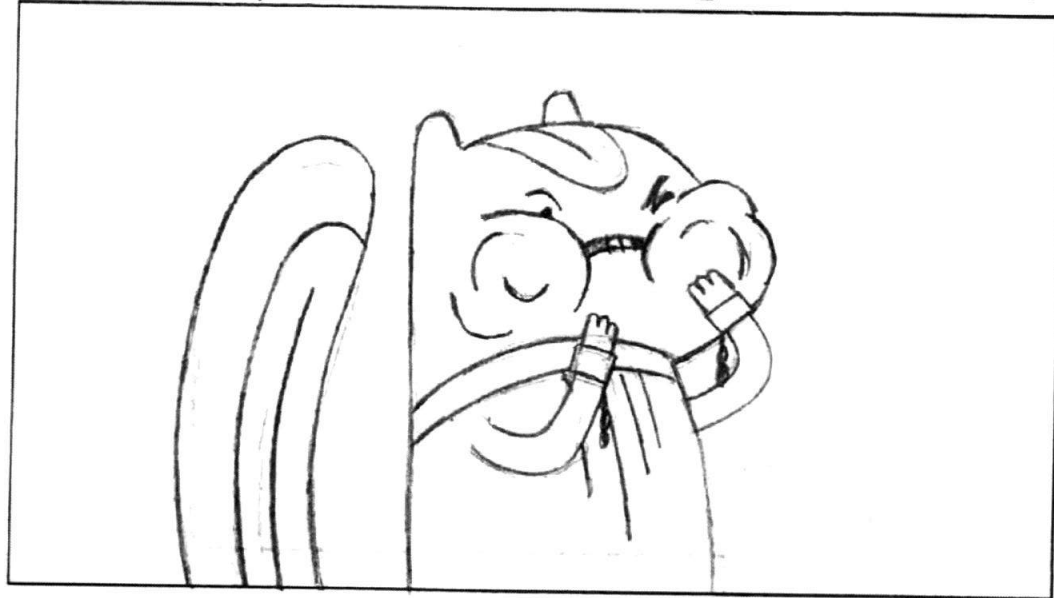
Page **245**
day night

CW

Sc. 95 *CONT* Pnl. B

Bg.

day night

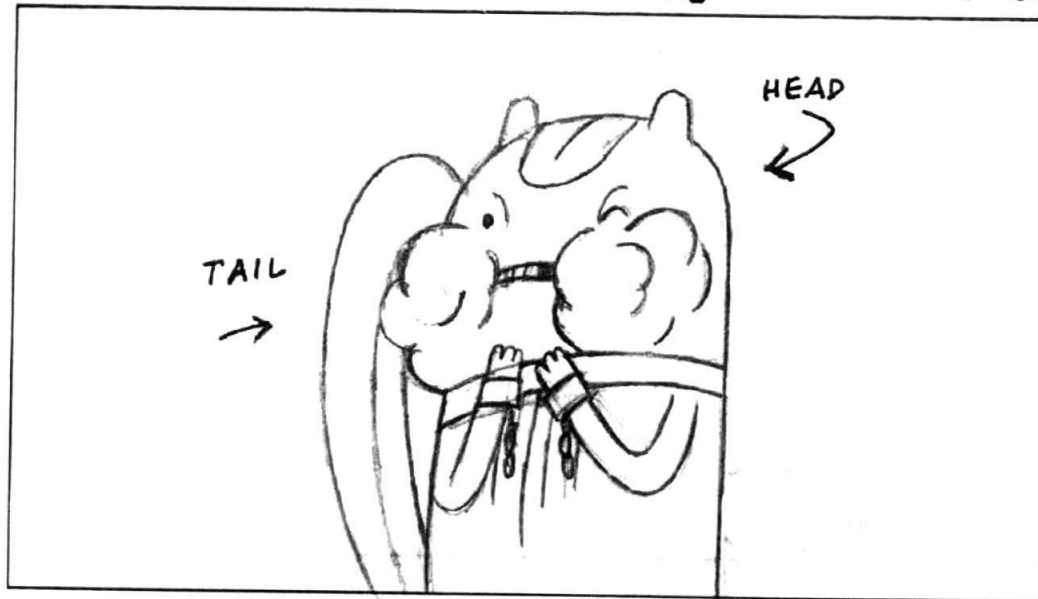


Sc. 95 *CONT*

Pnl. C

Bg.

day night



Dialog:

Action:

GORALINA REMOVES HER PAWS FROM
HER MOUTH.

GORALINA TURNS, LOOKING FOR MORE PREY.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



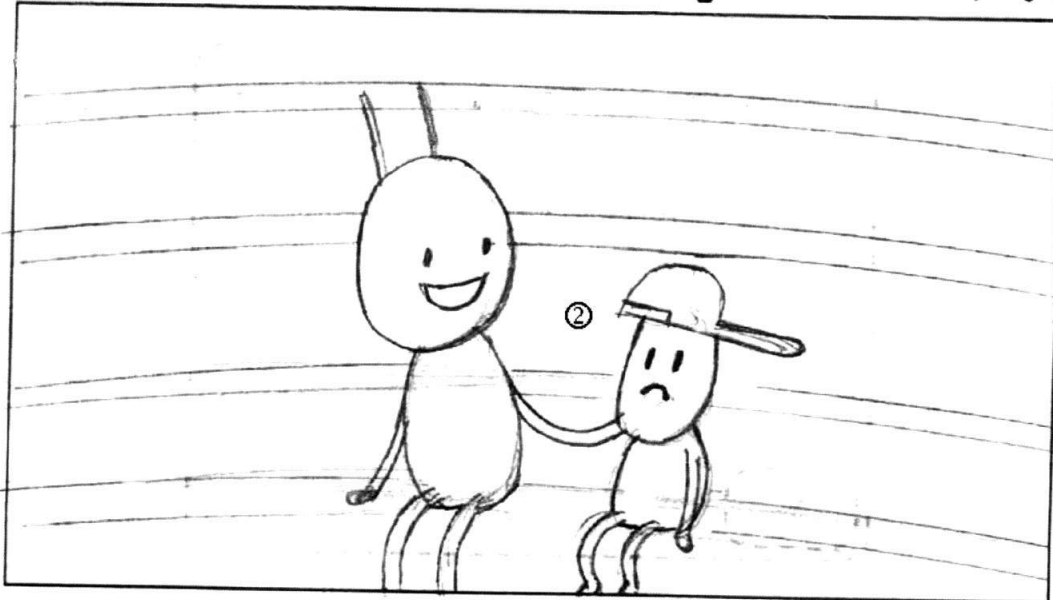
Page **246**

Sc. 95A

Pnl. A

Bg.

day night

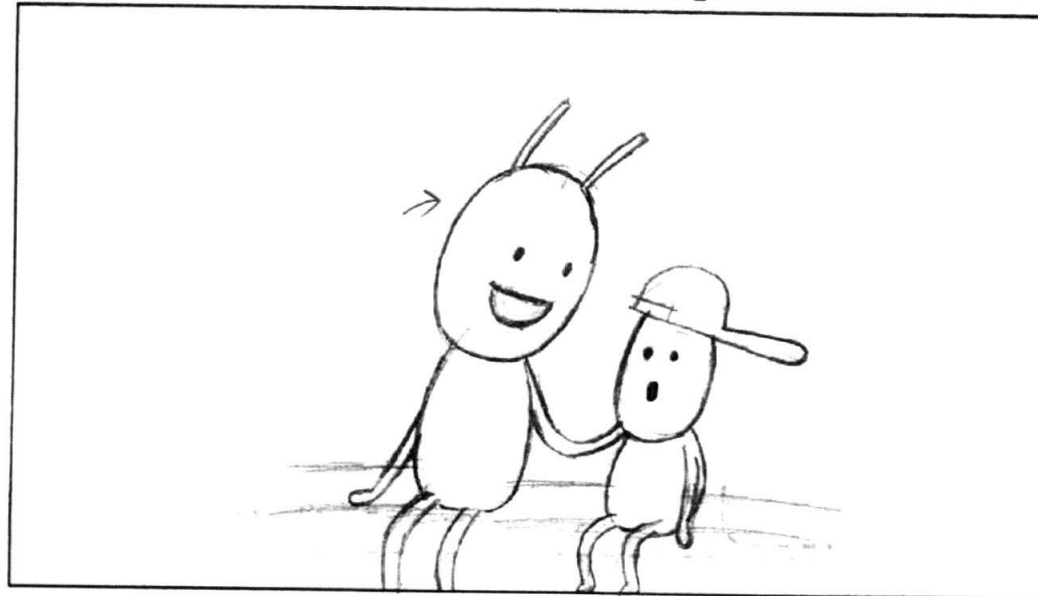


Sc. 95A *CONT*

Pnl. B

Bg.

day night



Dialog:

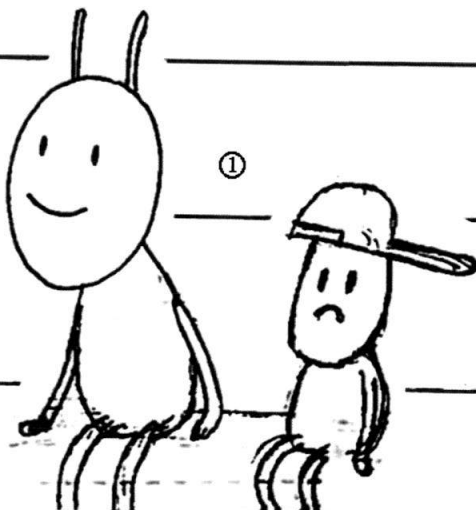
DAD BUG: DON'T WORRY, JUNIOR,

DAD BUG: IT'S ALL PART OF THE ACT!

Action:

ON DAD BUG AND SON BUG.

Timing:



DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

1025/162

1025/162

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cut

ADVENTURE TIME



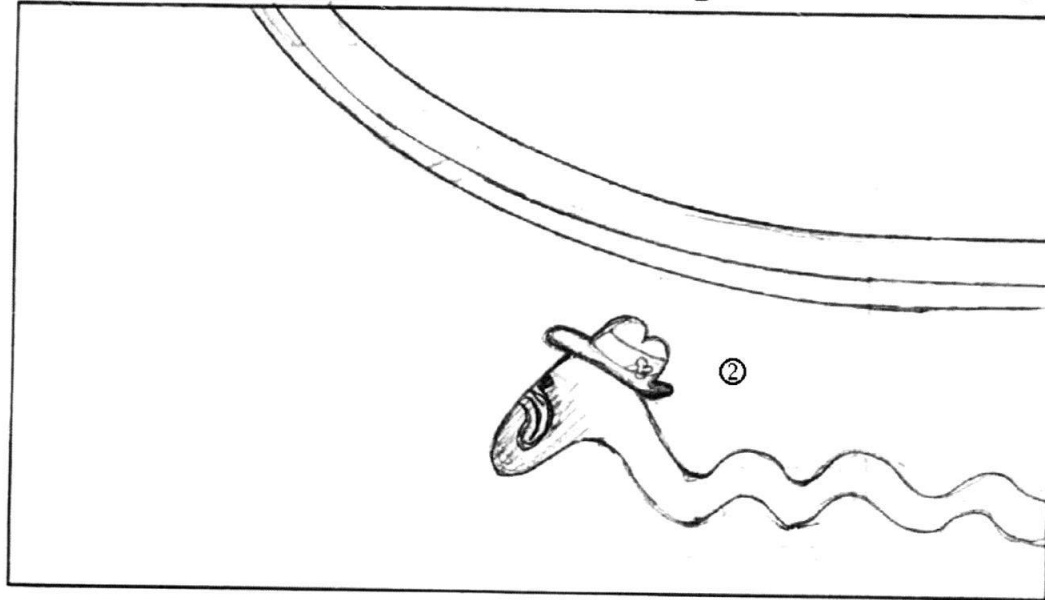
Page 247

Sc. 96

Pnl. A

Bg.

day night

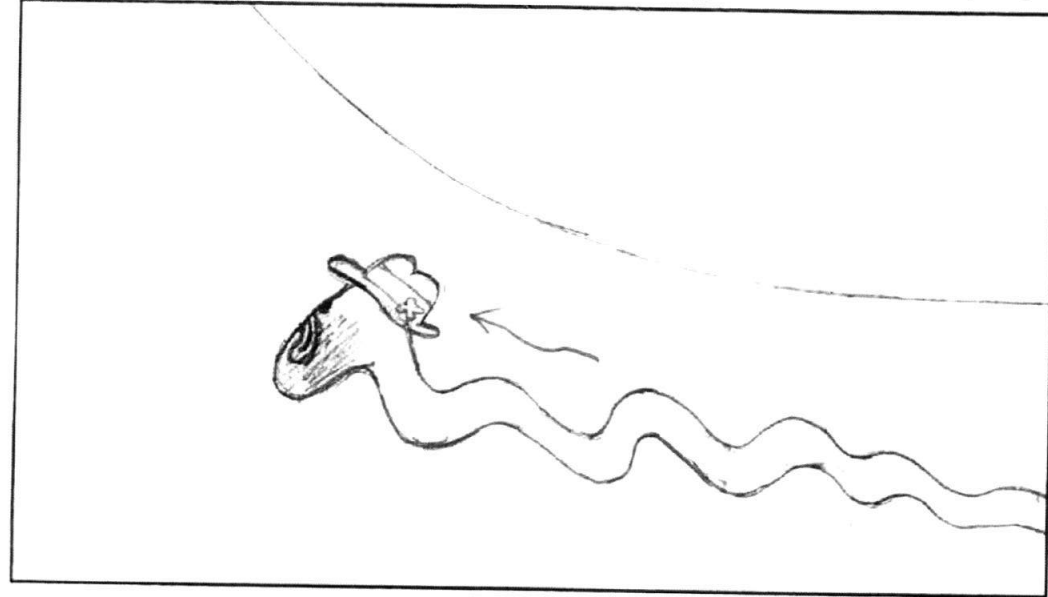


Sc. 96 cont

Pnl. B

Bg.

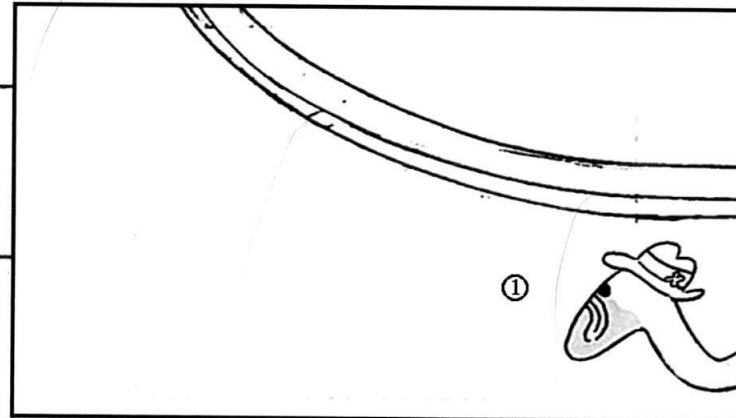
day night



Dialog:

Action: ON BLUE NOSE, RUNNING AROUND THE PERFORMANCE RING.

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Cut

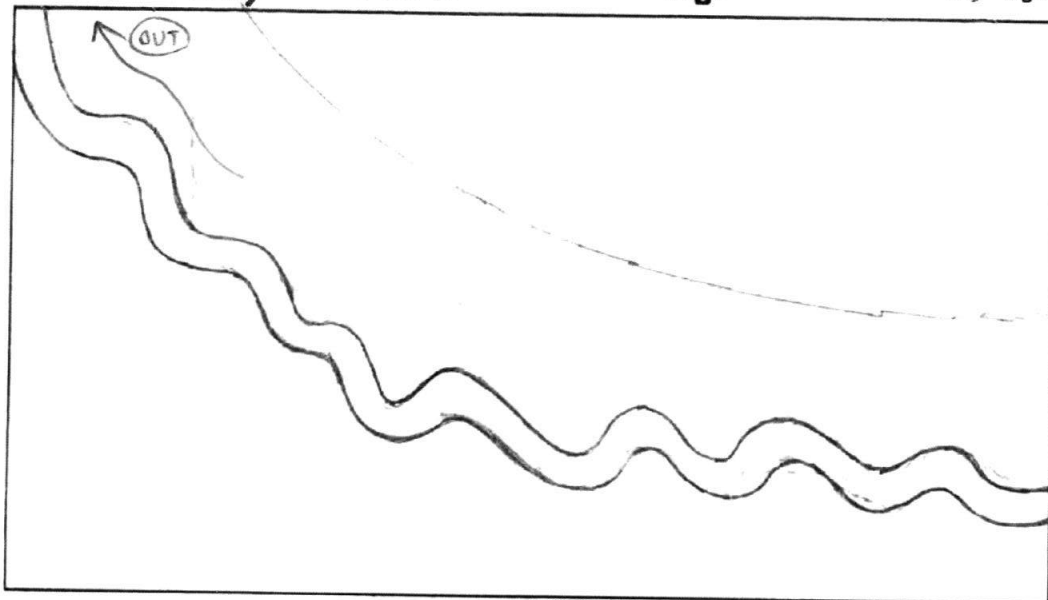
Page **248**

Sc. 96 *cont*

Pnl. C

Bg.

day night

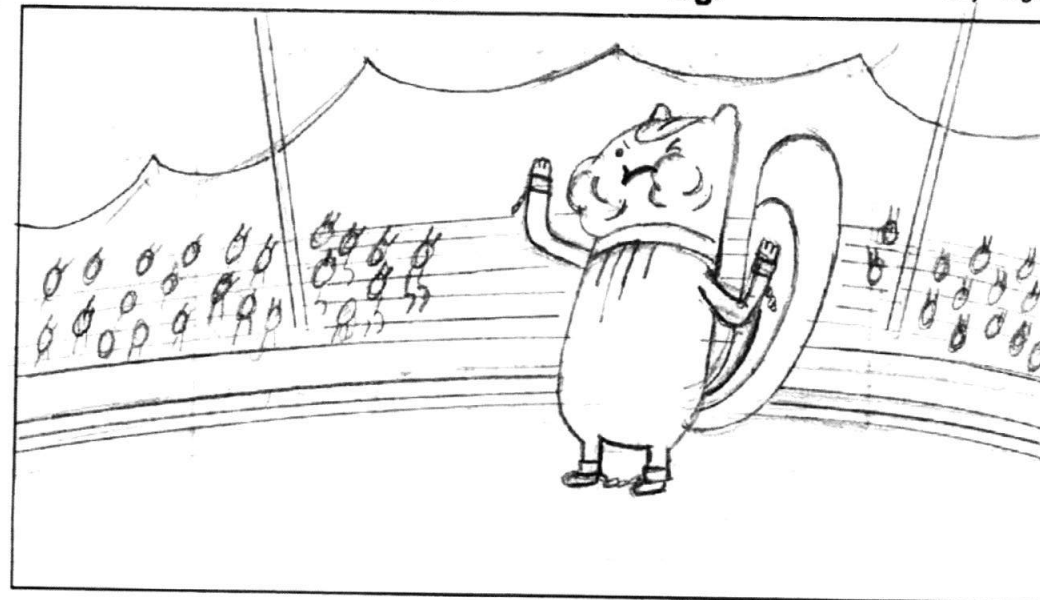


Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

WIDE ON GORALINA, PUMPING ARMS IN THE
'INTIMIDATING MONSTER' CYCLE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



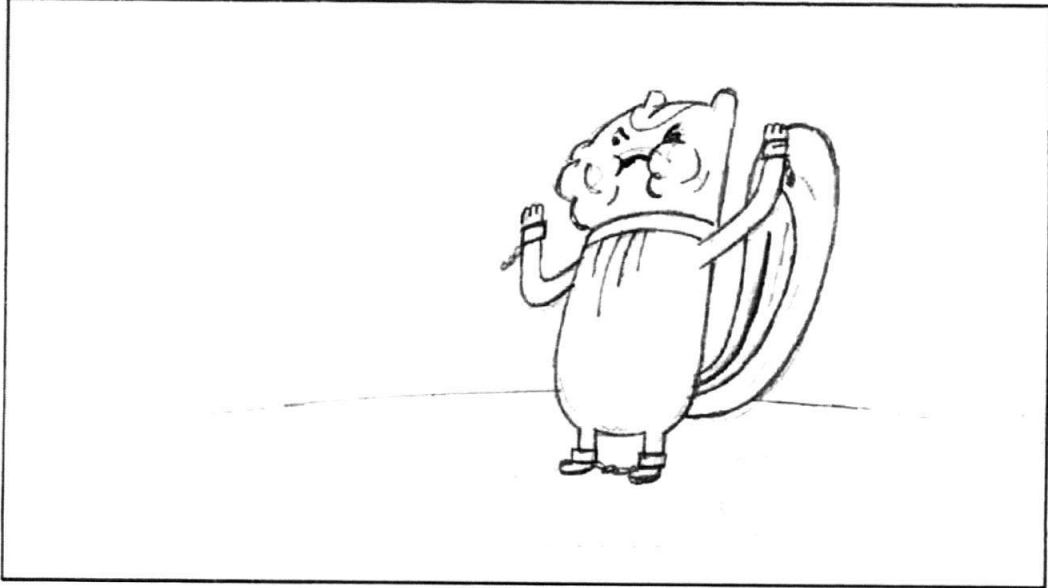
Page 249

Sc. 97 *CONT*

Pnl. B

Bg.

day night

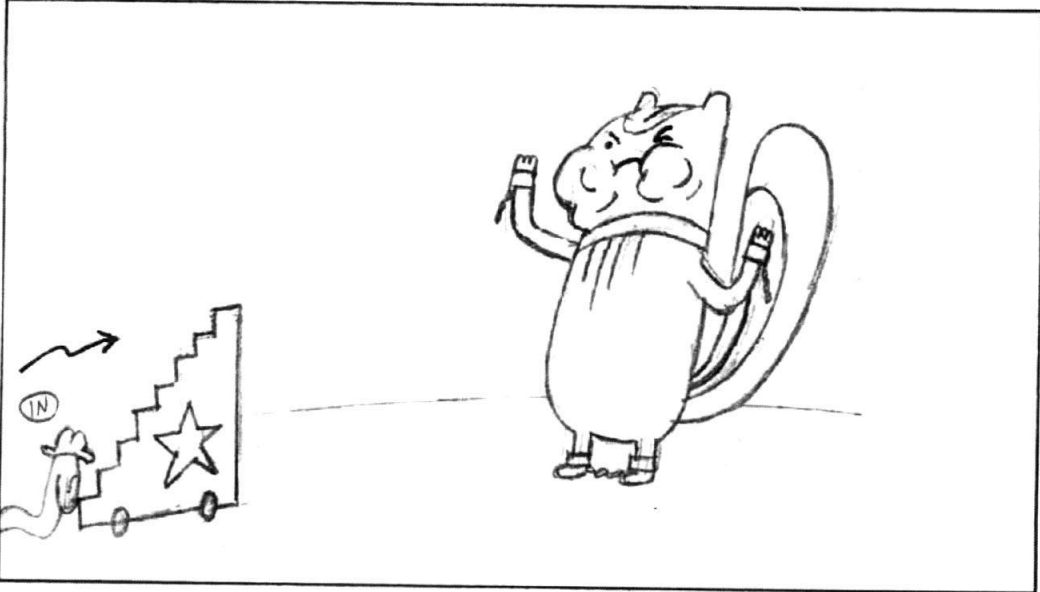


Sc. 97 *CONT*

Pnl. C

Bg.

day night



Dialog:	
Action:	ENTER BLUE NOSE, QUICKLY, PUSHING THE MOVEABLE STAIRS (FROM THE SNAIL ROUTINE, SC. 42) DEC 13 2013
Timing:	

EPISODE #

Production :

1025/162

1025/162

1025/162

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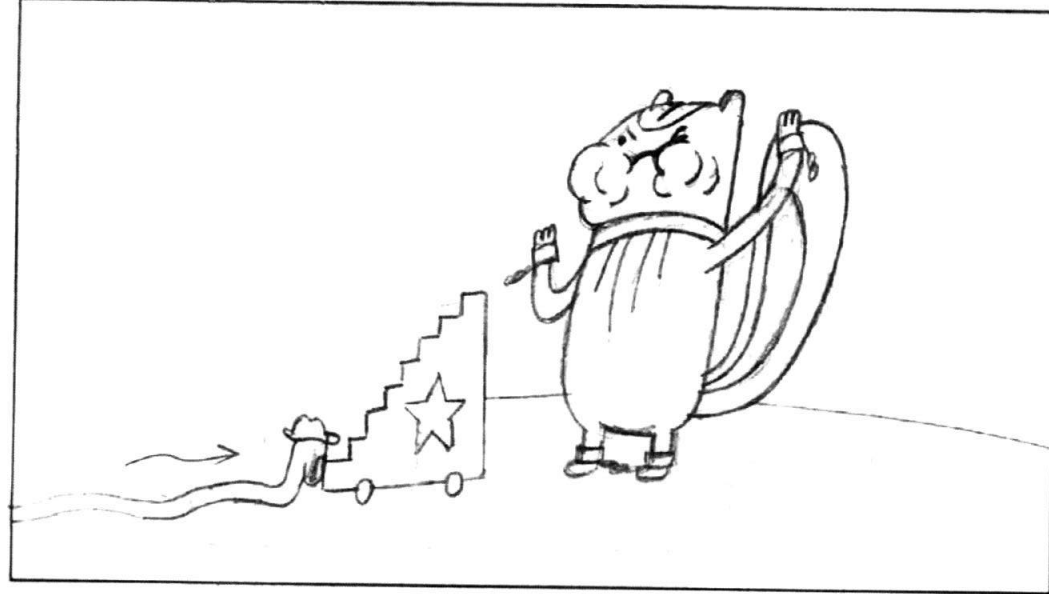
ADVENTURE TIME



Page **250**

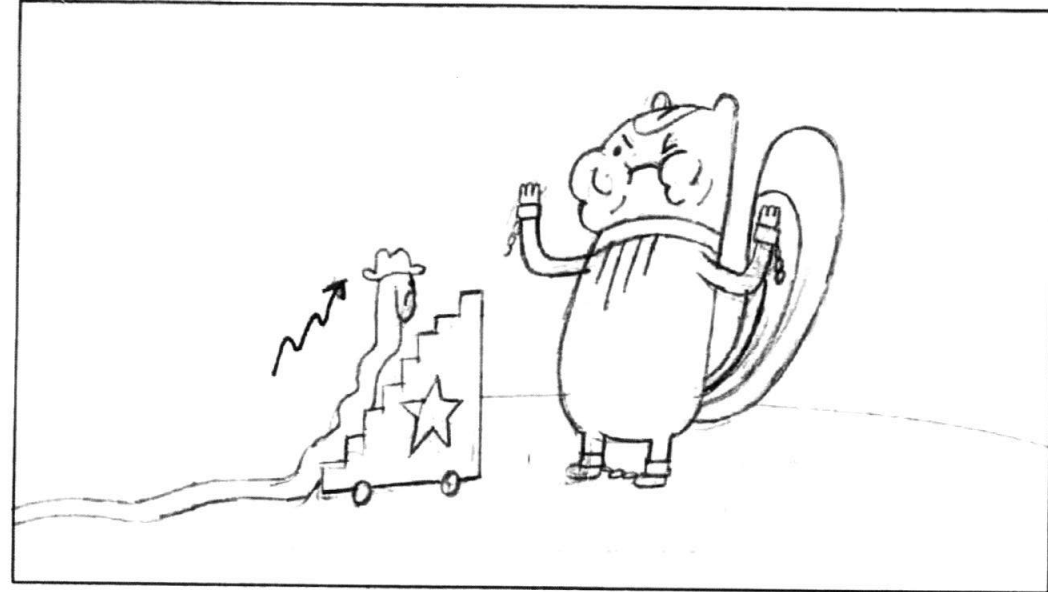
Sc. 97 *CONT* Pnl. D Bg.

day night



Sc. 97 *CONT* Pnl. E Bg.

day night



Dialog:

Action: B.N. BRINGS STAIRS TO A STOP.

BLUE NOSE CLIMBS STAIRS QUICKLY.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



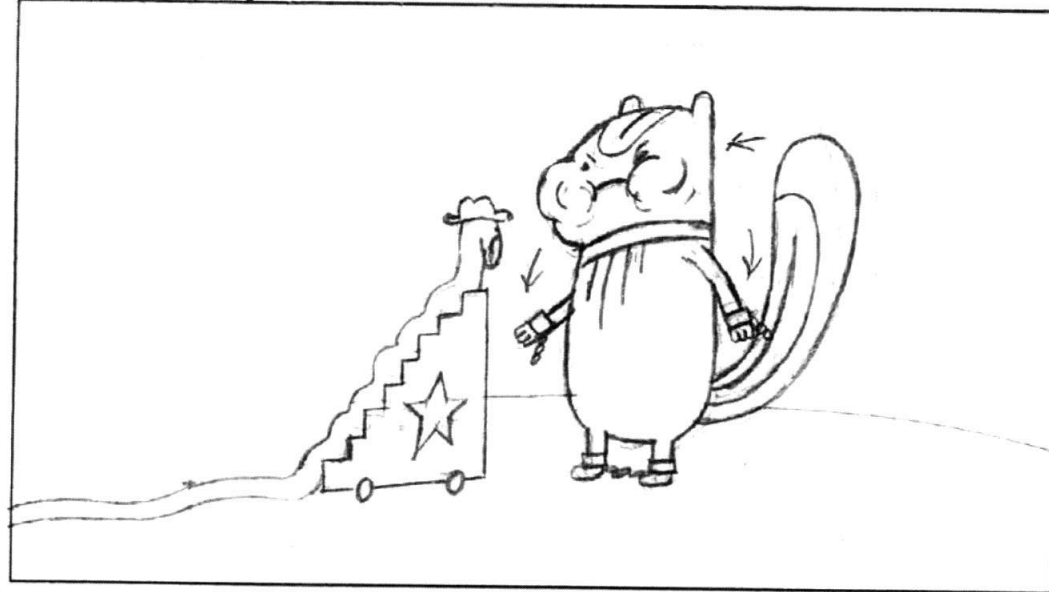
Page 251

Sc. 97 *CONT*

Pnl. F

Bg.

day night



Sc. 97A

Pnl. A

Bg.

day night



EPISODE #

Dialog:

Action: - BLUE NOSE STOPS AT THE TOP OF THE STAIRS.
- GORALINA TURNS TO LOOK AT BLUE NOSE.

ON GORALINA, LOOKING AT O.S. BLUE NOSE.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

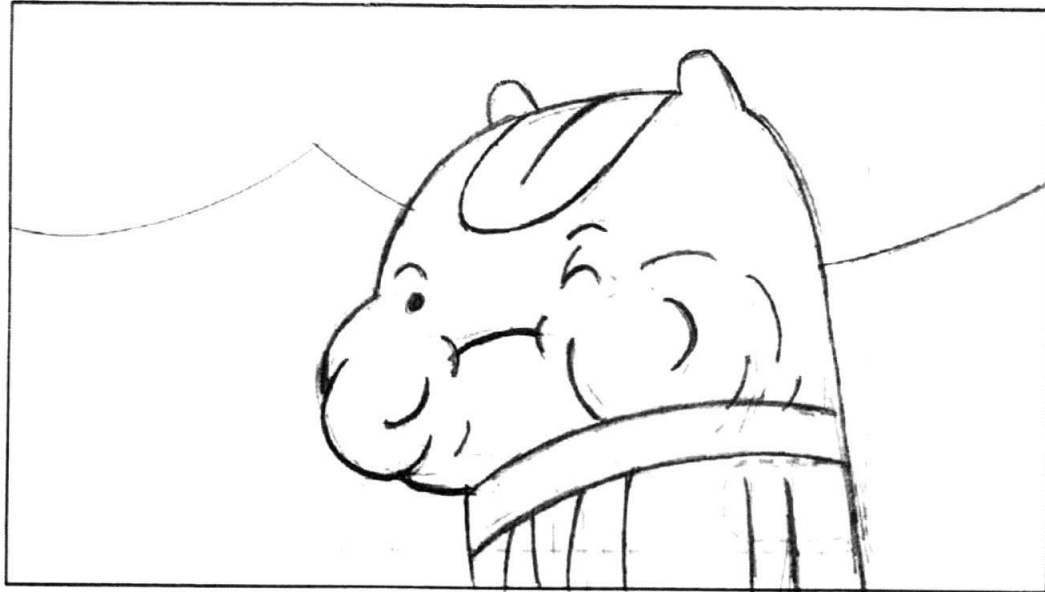
ADVENTURE TIME



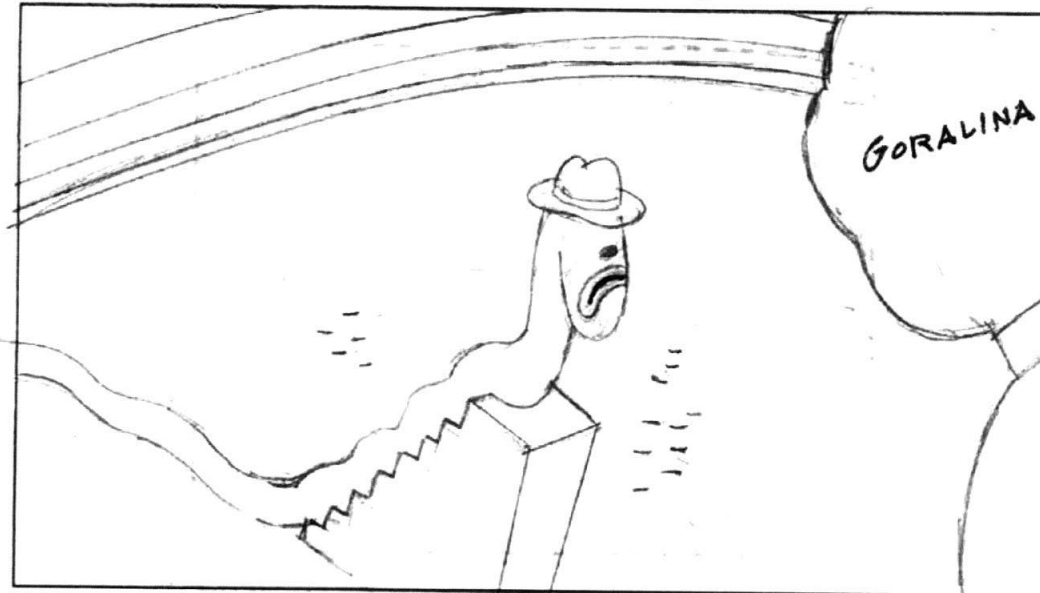
Ho
Cat

Page 252

Sc. 97A *cont* Pnl. B Bg. day night



Sc. 98 Pnl. A Bg. day night



Dialog:

Action: GORALINA SHIFTS INTO A SLIGHTLY
CURIOUS EXPRESSION.

GORALINA
ON BLUE NOSE (LOOKING DOWN ON HIM).

DEC 13 2010

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



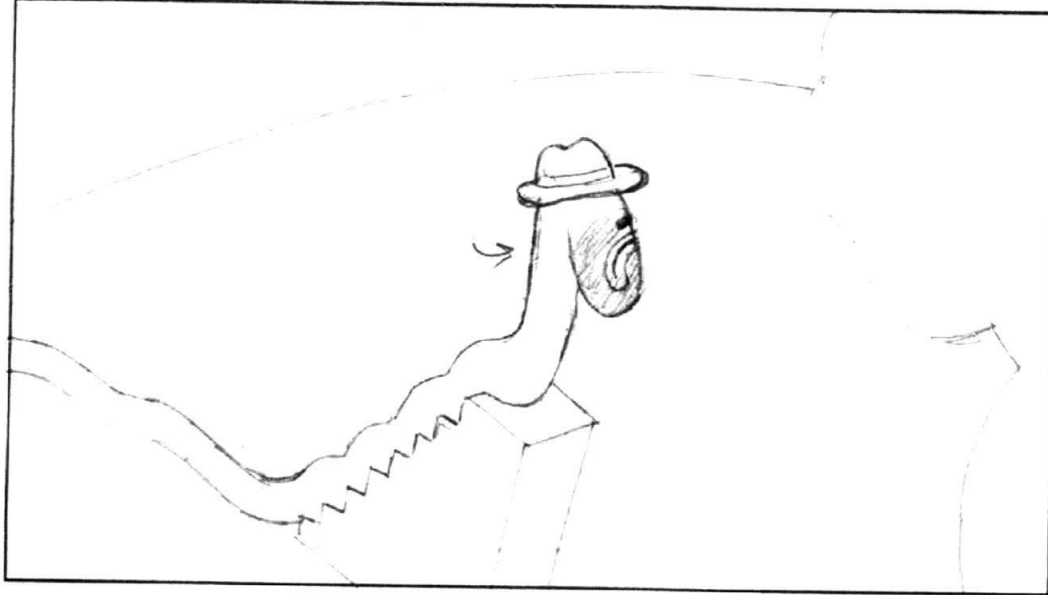
Page **253**

Cut

Sc. 98 *cont* Pnl. B

Bg.

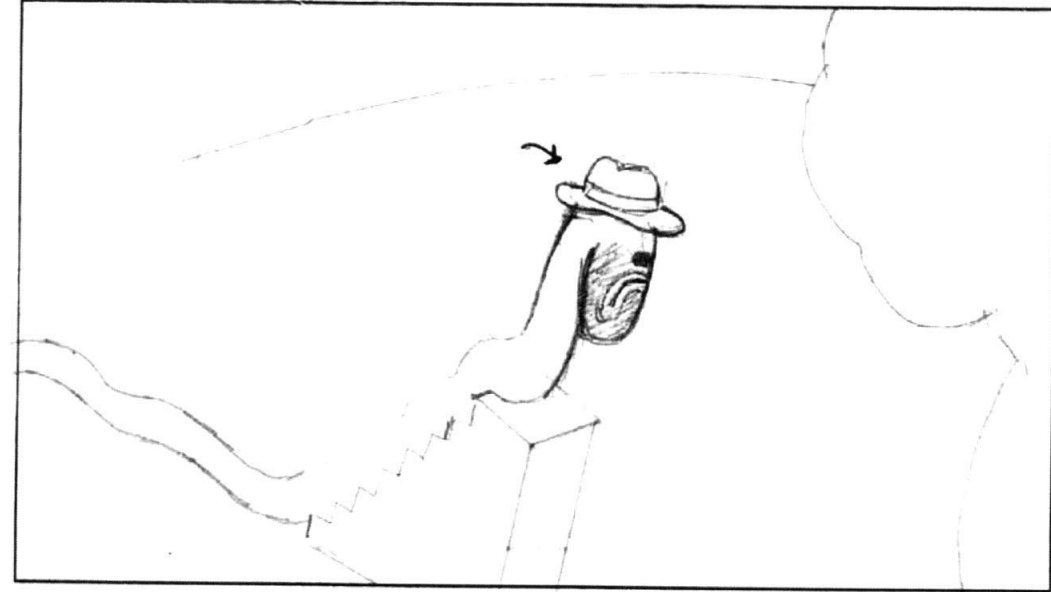
day night



Sc. 98 *cont* Pnl. C

Bg.

day night



EPISODE #

Dialog:

Action: BLUE NOSE TURNS TO O.S. CIRCUS MUSICIANS.

BLUE NOSE NODS TO ONE OF THE O.S. CIRCUS MUSICIANS (THE CLARINET PLAYER).

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



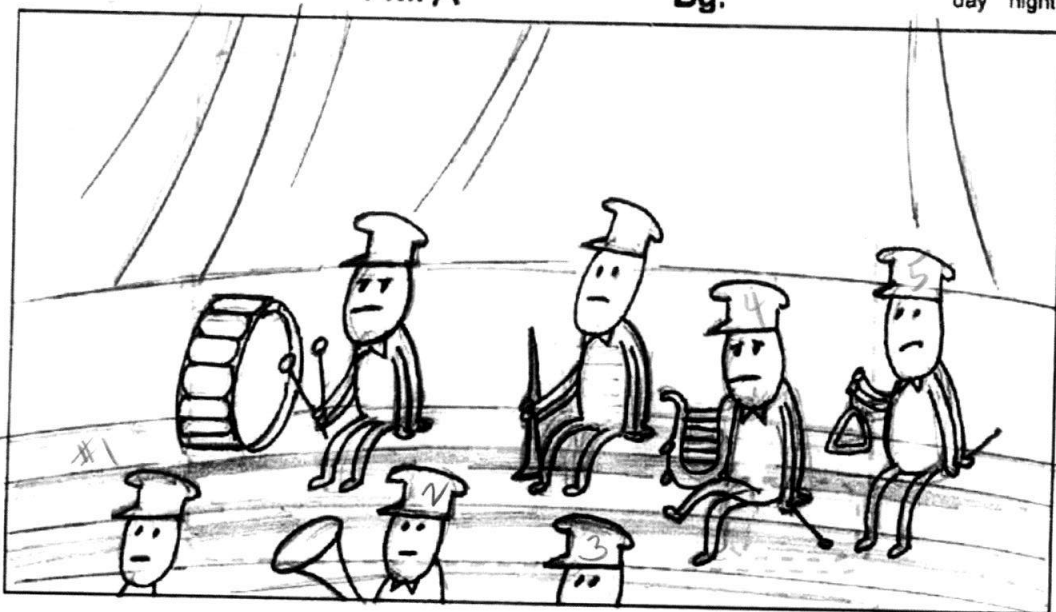
Page **254**

Sc. 98A

Pnl. A

Bg.

day night

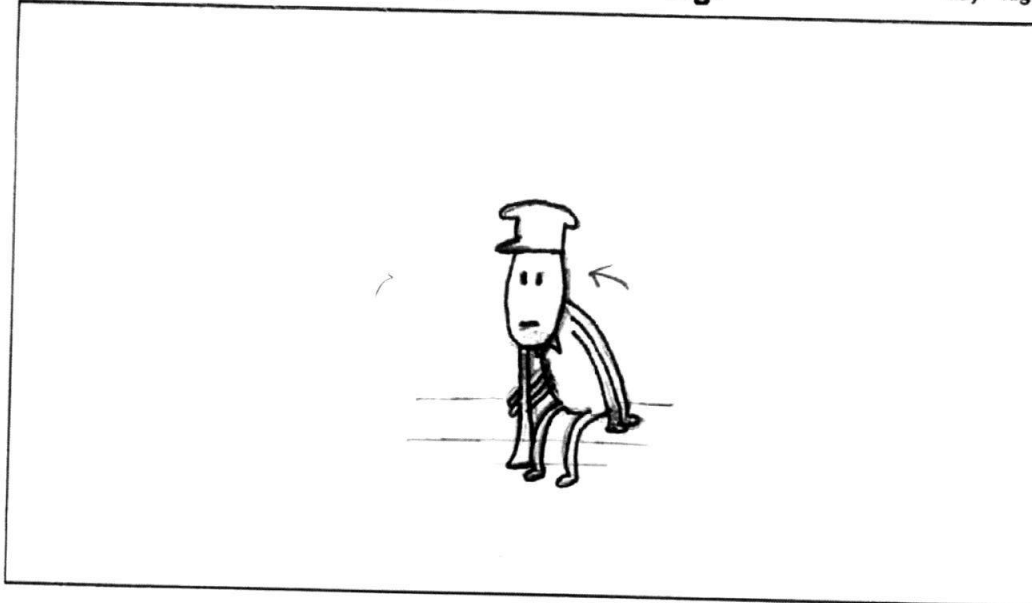


Sc. 98A *cont*

Pnl. B

Bg.

day night



Dialog:

Action: *ON MUSICIANS*

*CLARINET PLAYER REACTS TO BLUE NOSE'S
GESTURING (O.S.)*

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

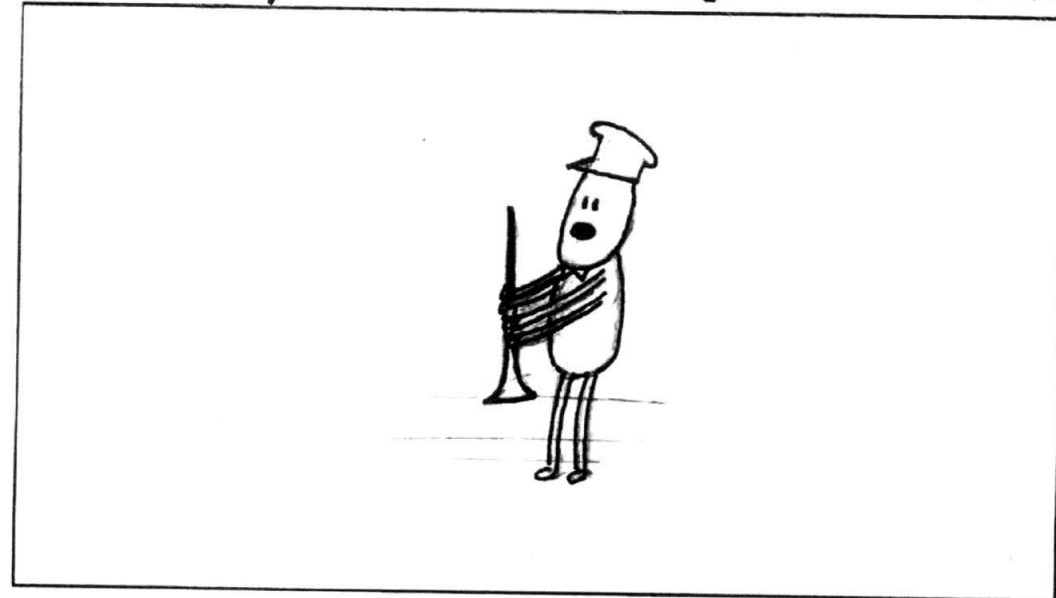
ADVENTURE TIME



Sc. 98A *CONT* Pnl. C

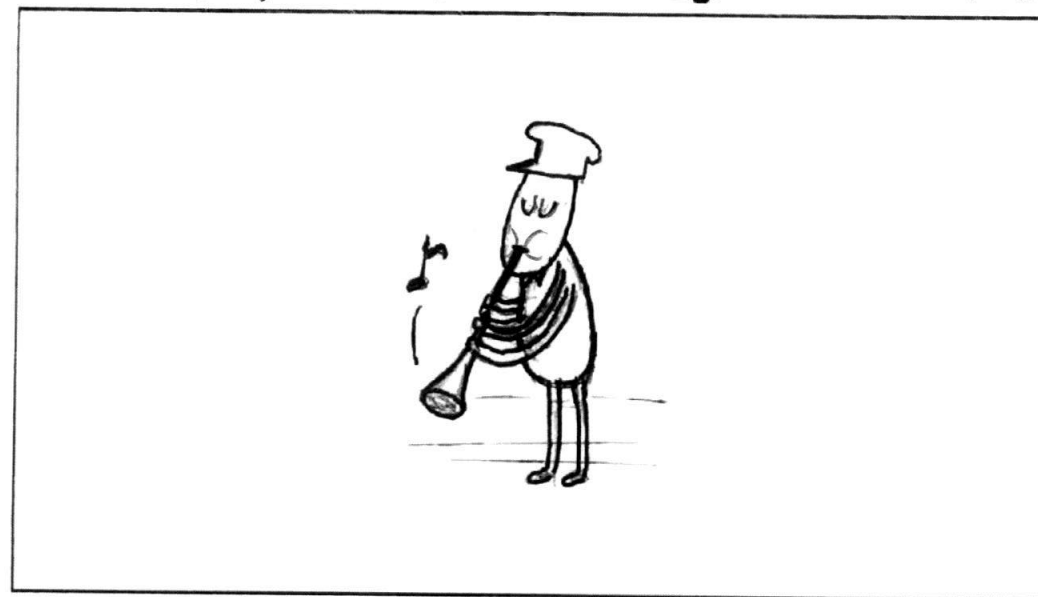
Bg.

day night



Sc. 98A *CONT* Pnl. D

Bg.



Page 255
255A NEXT

Dialog:

MUSIC: BELLY DANCING MUSIC
(BEGINS ON THE CLARINET,
MAYBE OTHER MUSICIANS
JOIN IN)

Action:

CLARINET PLAYER STANDS UP.

CLARINET PLAYER STARTS PLAYING A
KIND OF MESMERISING BELLY-DANCING
MUSIC.

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1025/162

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ADVENTURE TIME

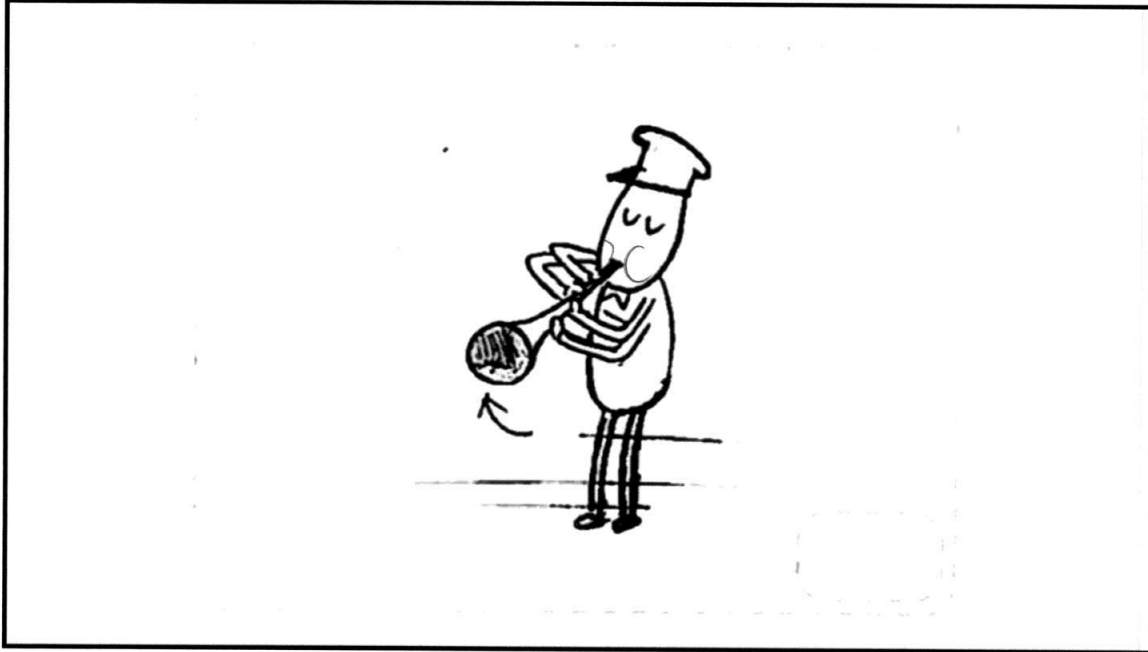


Sc. 98A *CONT*

Pnl. E

Bg.

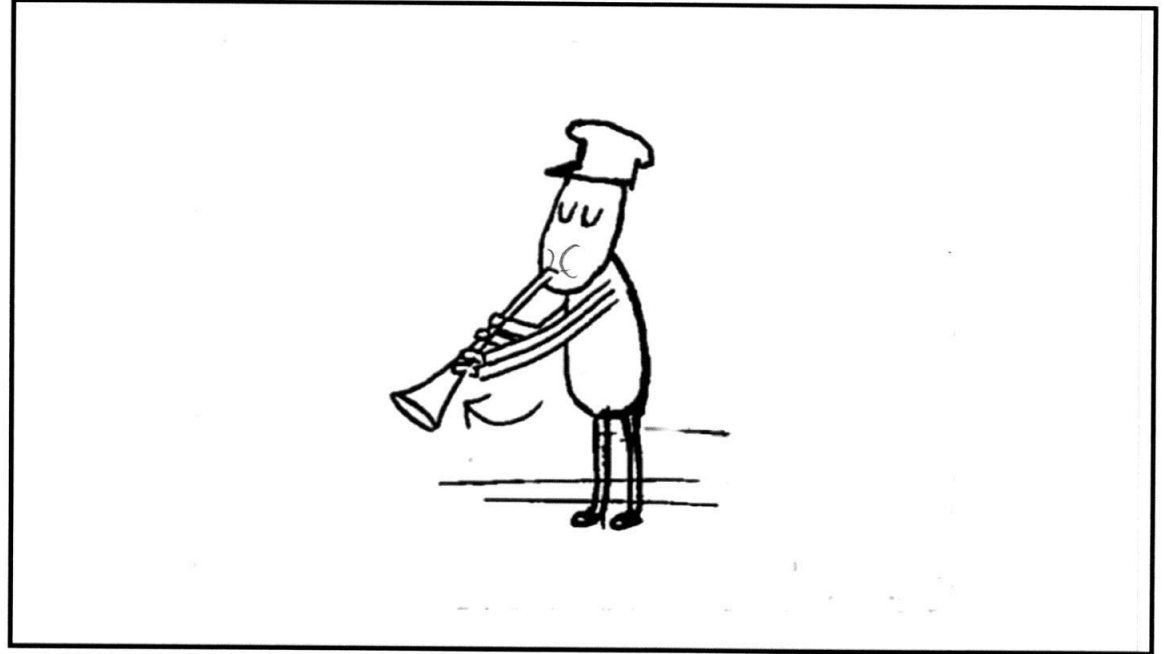
day night



Sc. 98A *CONT*

Pnl. F

Bg.



Page 255A
255B
day night

cut

Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

1025/162

Production:

1025/162

1025/162

Cut

ADVENTURE TIME



Sc. 99

Pnl. A

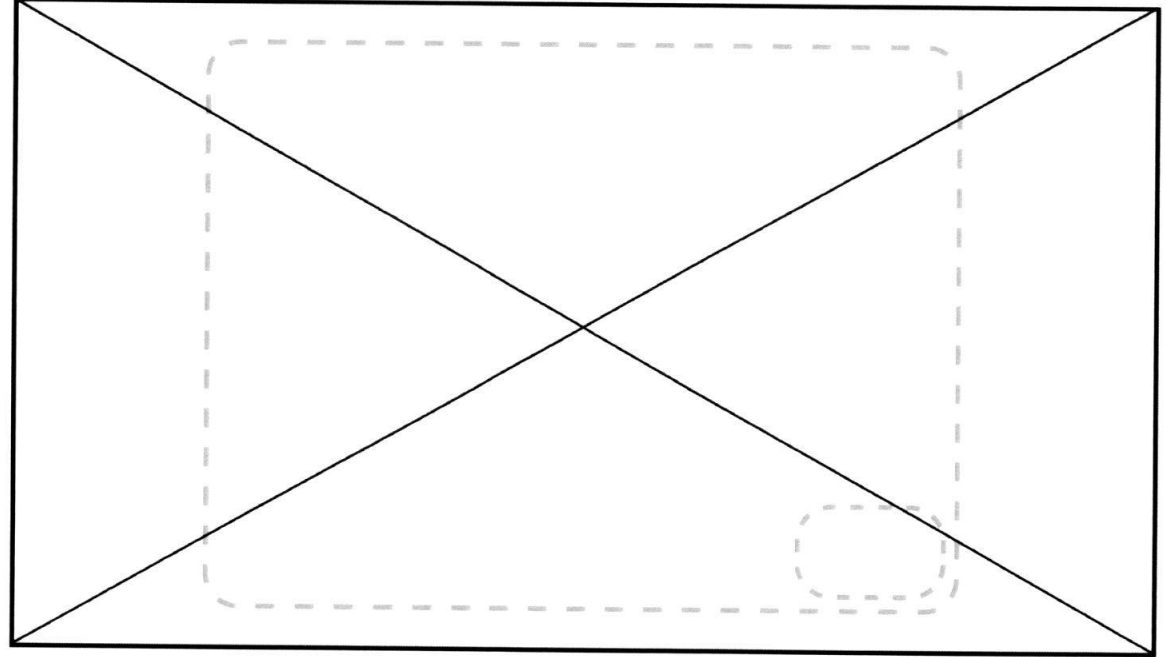
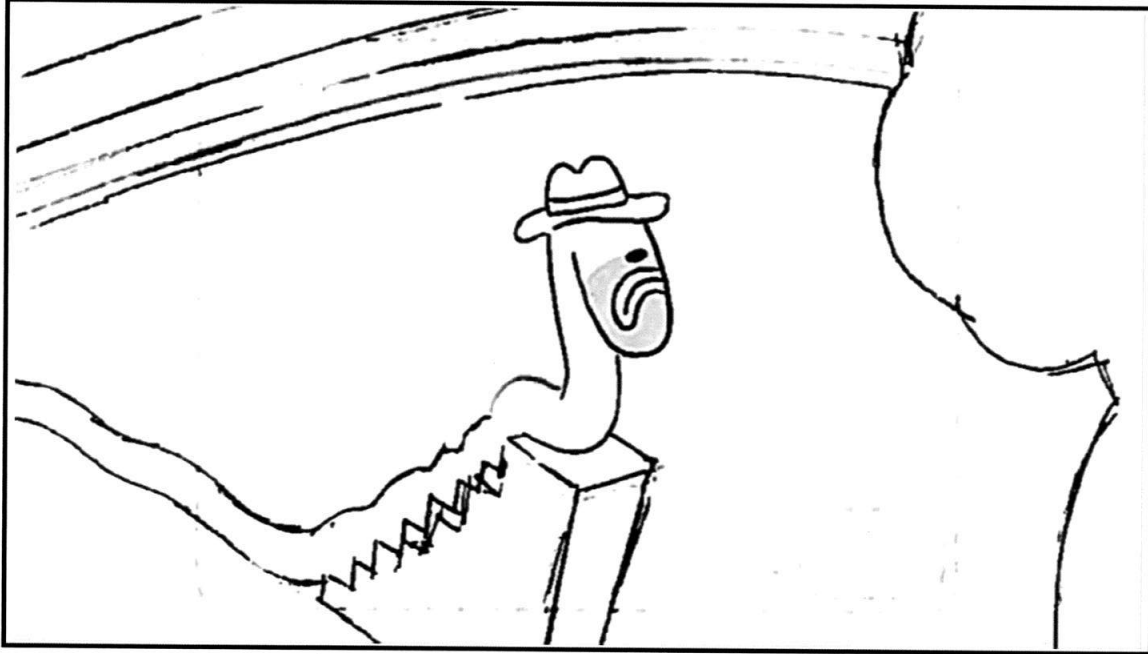
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

1025/162

Production:

1025/162

ADVENTURE TIME



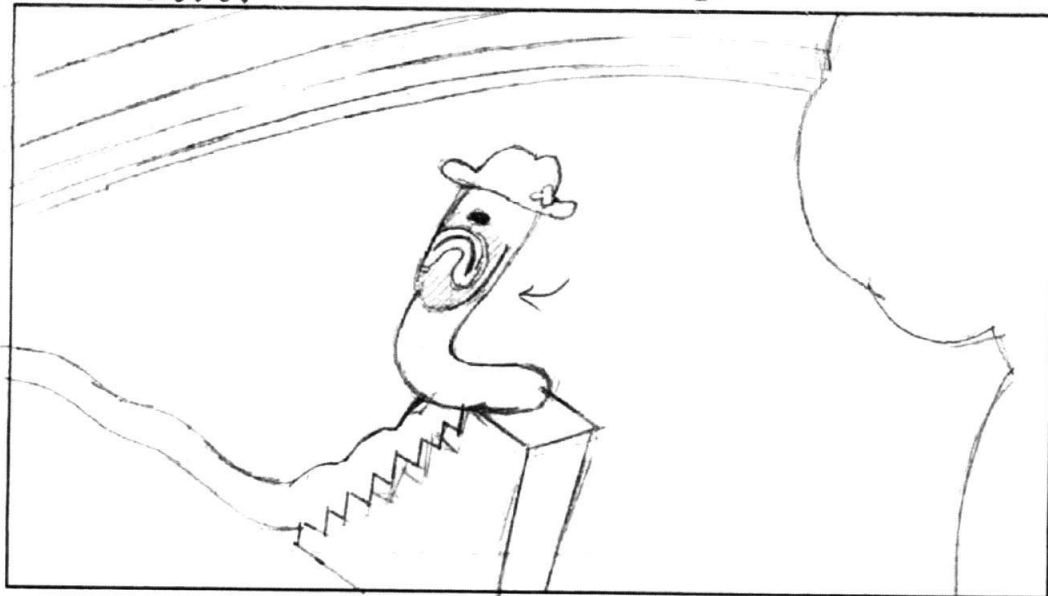
Page 256

Sc. 99 *CONT*

Pnl. B

Bg.

day night

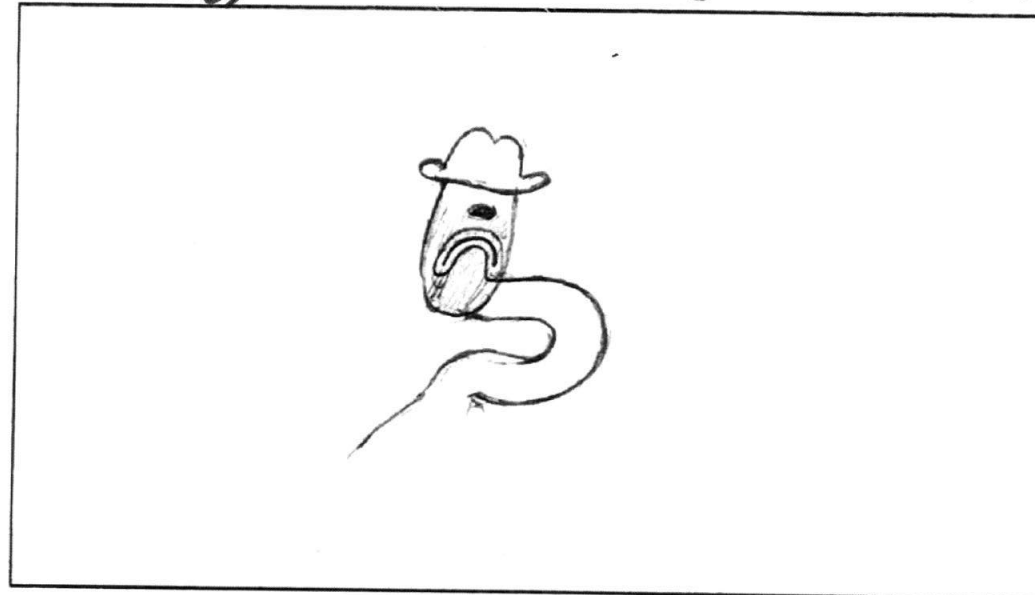


Sc. 99 *CONT*

Pnl. C

Bg.

day night



Dialog:

MUSIC: BELLY DANCING MUSIC

Action:

BLUE NOSE DANCES A BELLY DANCE,
TO CALM GORALINA.

Timing:

DEC 13 2013

EPISODE #

Production :

1025, 162

1025/162

ADVENTURE TIME



Page **257**

Sc. 99 *CONT*

Pnl. D

Bg.

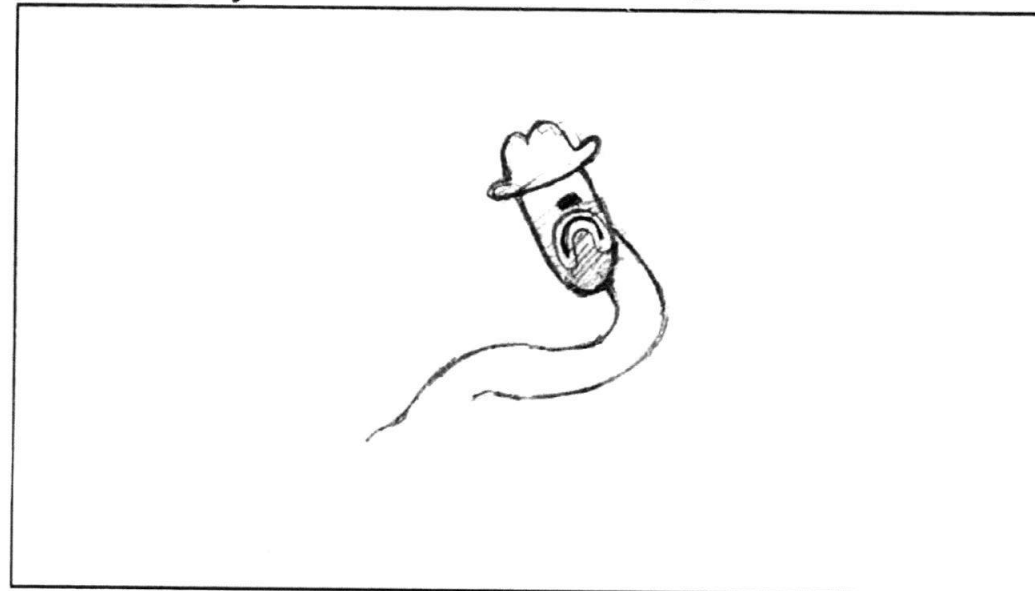
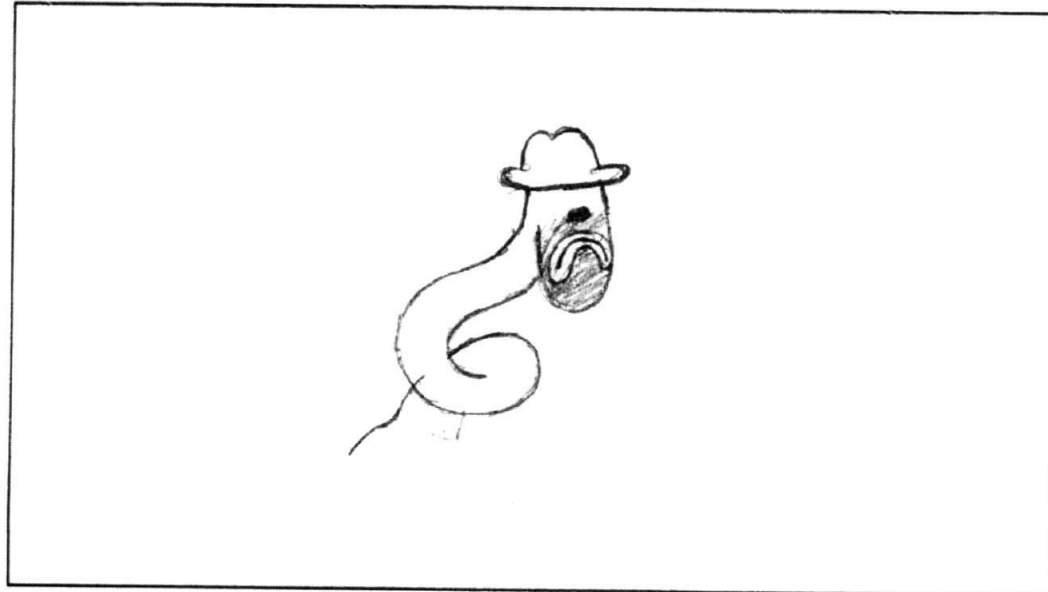
day night

Sc. 99 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

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1025/162

1025/162

1025/162

ADVENTURE TIME



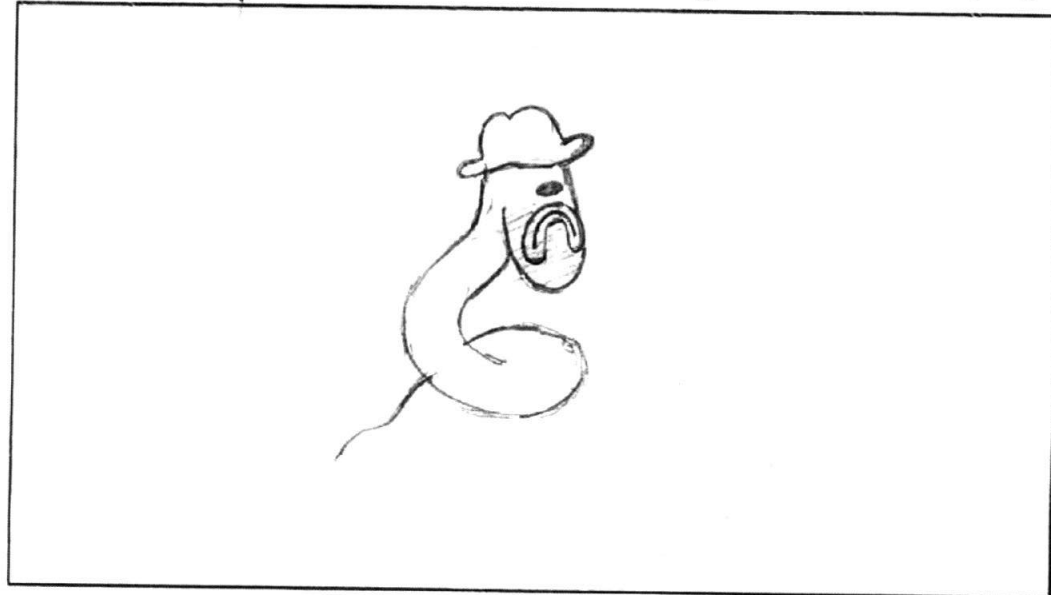
Page 258

Sc. 99 *cont*

Pnl. F

Bg.

day night

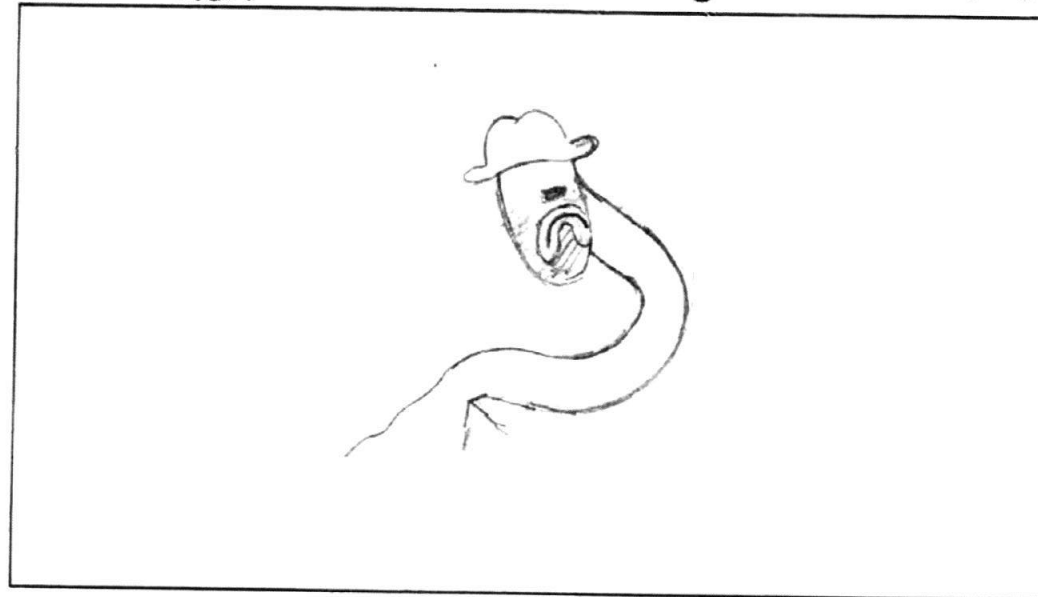


Sc. 99 *cont*

Pnl. G

Bg.

day night



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

ADVENTURE TIME



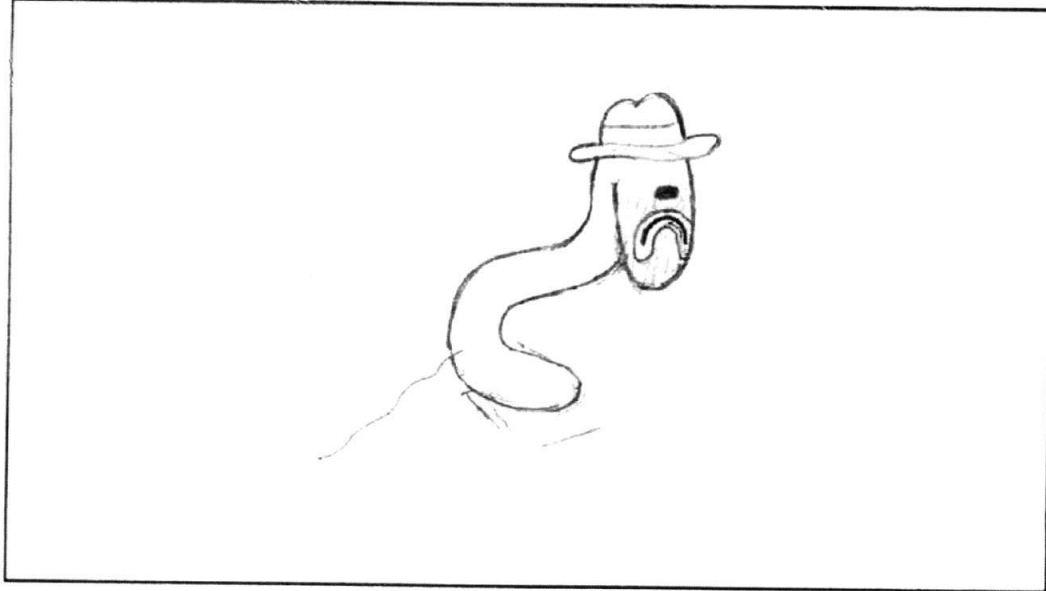
Page **259**

Sc. 99 *CONT*

Pnl. H

Bg.

day night

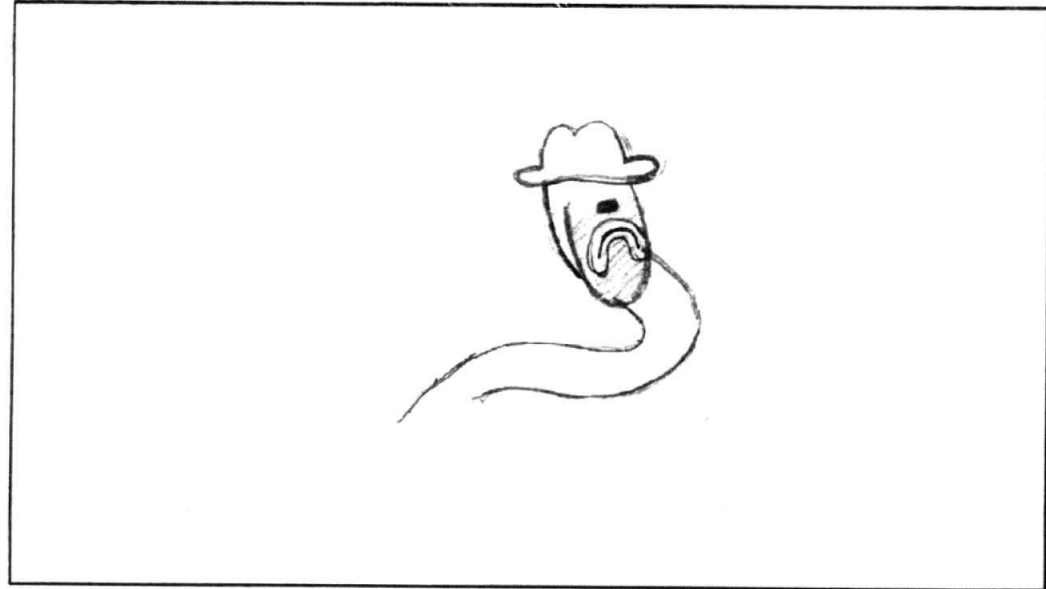


Sc. 99 *CONT*

Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

AV
Cont

1025/162

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HO
CUT

ADVENTURE TIME



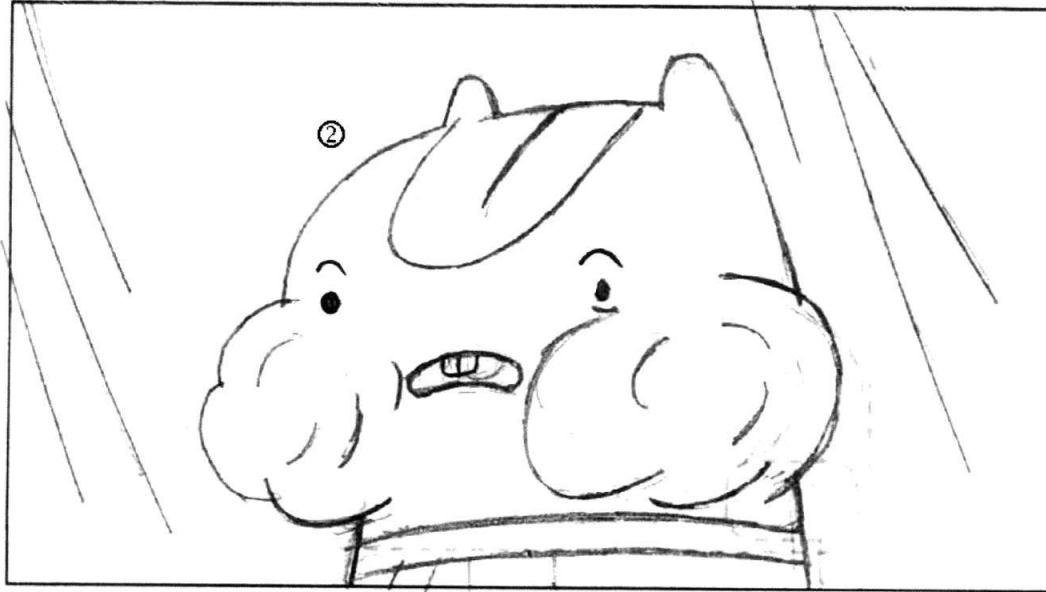
Page 260

Sc. 100

Pnl. A

Bg.

day night

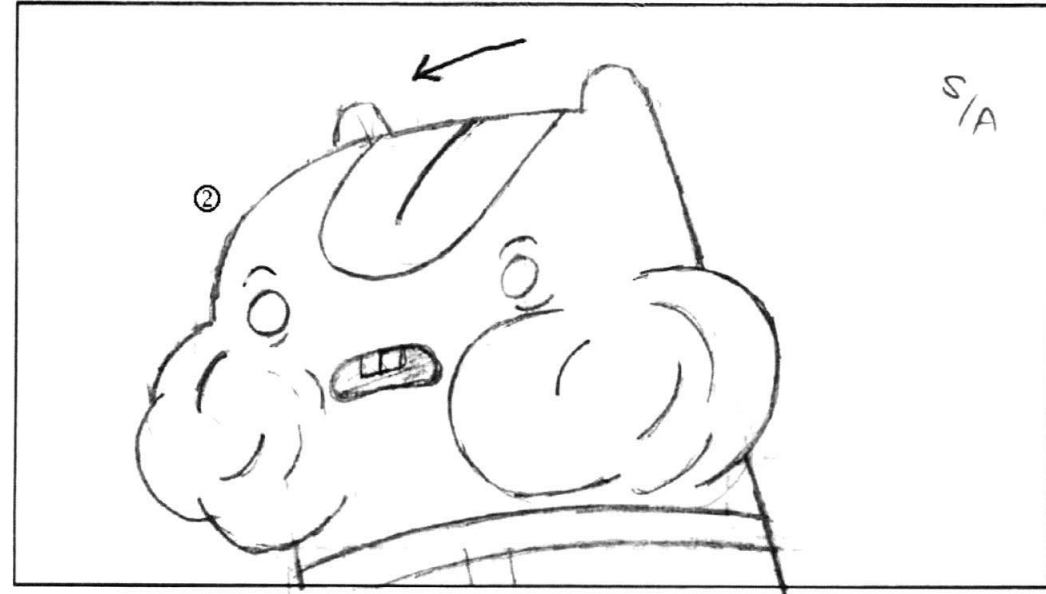


Sc. 100 CONT

Pnl. B

Bg.

day night



EPISODE #

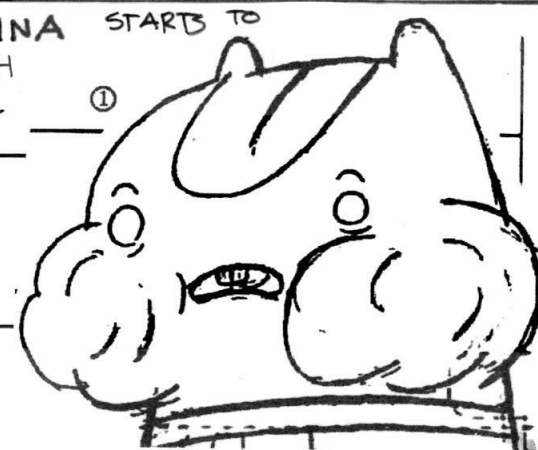
1025/162

Dialog:

Action: CLOSE ON GORALINA, GETTING MESMERISED BY BLUE NOSE'S BELLY DANCING.

Timing:

GORALINA STARTS TO SWAY WITH THE MUSIC



ADVENTURE TIME



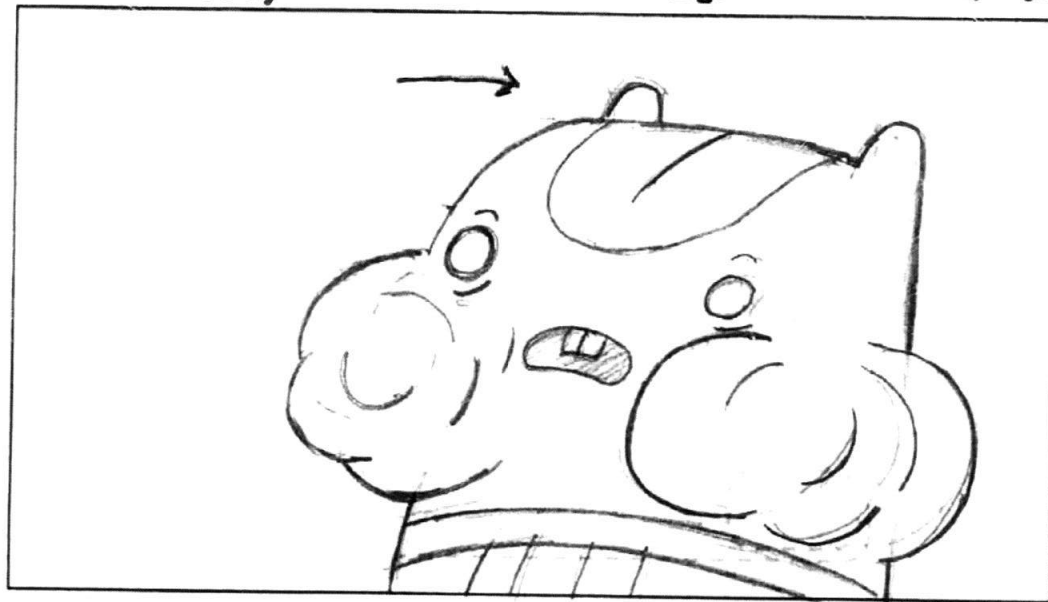
CA

Page 261

Sc. 100 CONT Pnl. C

Bg.

day night

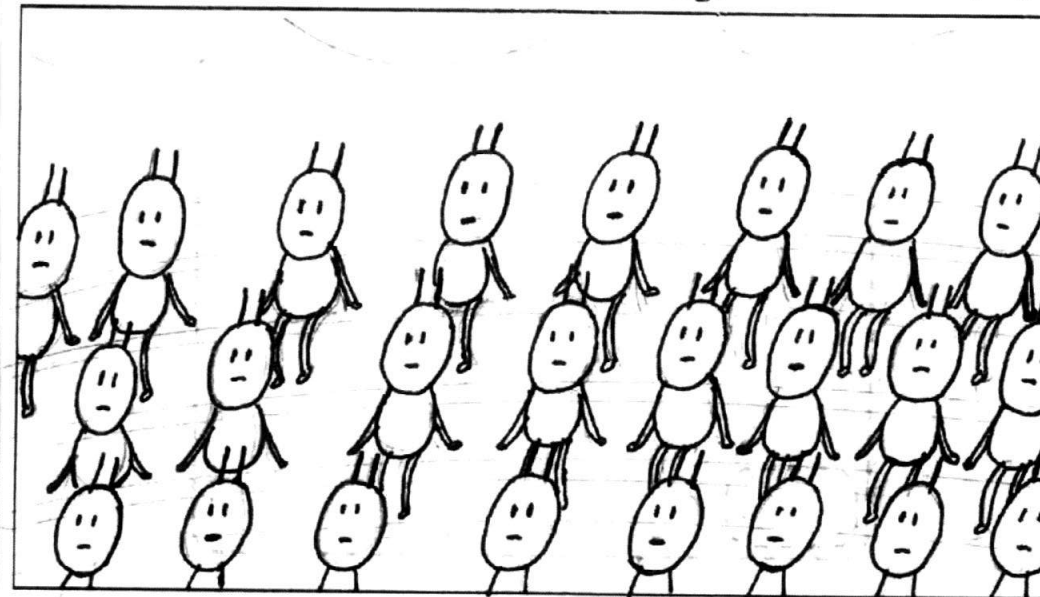


Sc. 101

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

ON THE BUG AUDIENCE, WHO ARE ALSO
SWAYING WITH THE BELLY DANCING MUSIC.

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

NO
SC
102



Cut

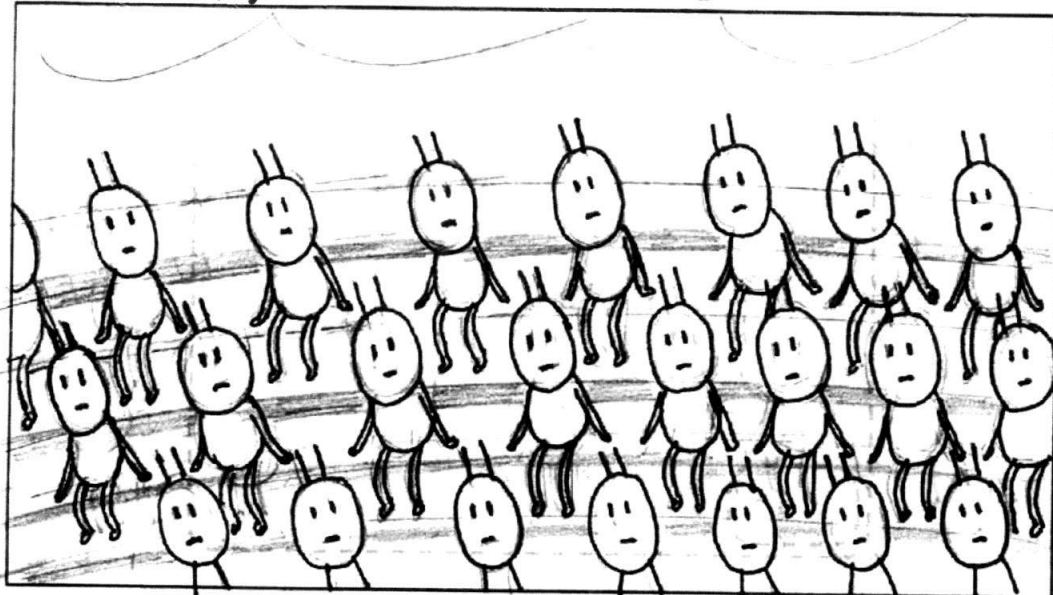
Page 262

Sc. 101 CONT

Pnl. B

Bg.

day night

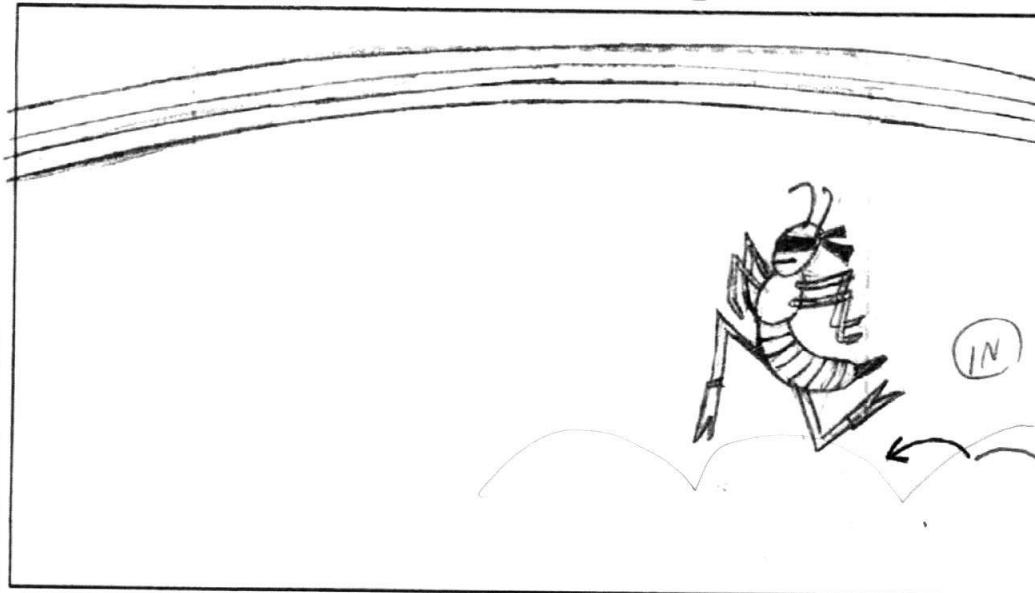


Sc. 103

Pnl. A

Bg.

day night



EPISODE #

Dialog:

Action:

CUT TO THE STINGER-THROWING BUG AS
HE IS RUNNING INTO THE CIRCUS RING.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

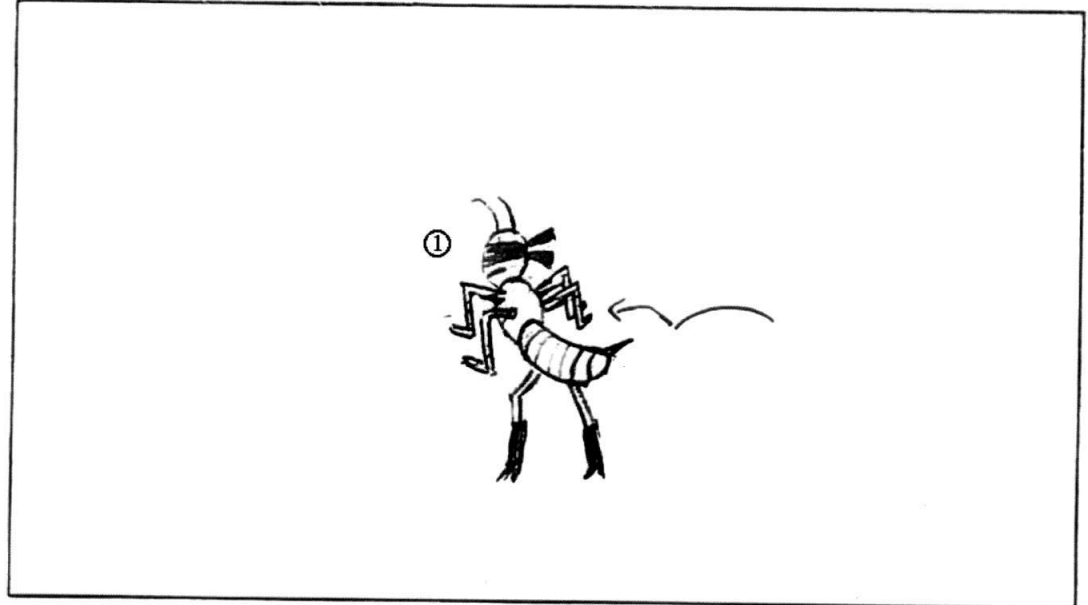


Page **263**
cut

Sc. 103 *CONT* Pnl. B

Bg.

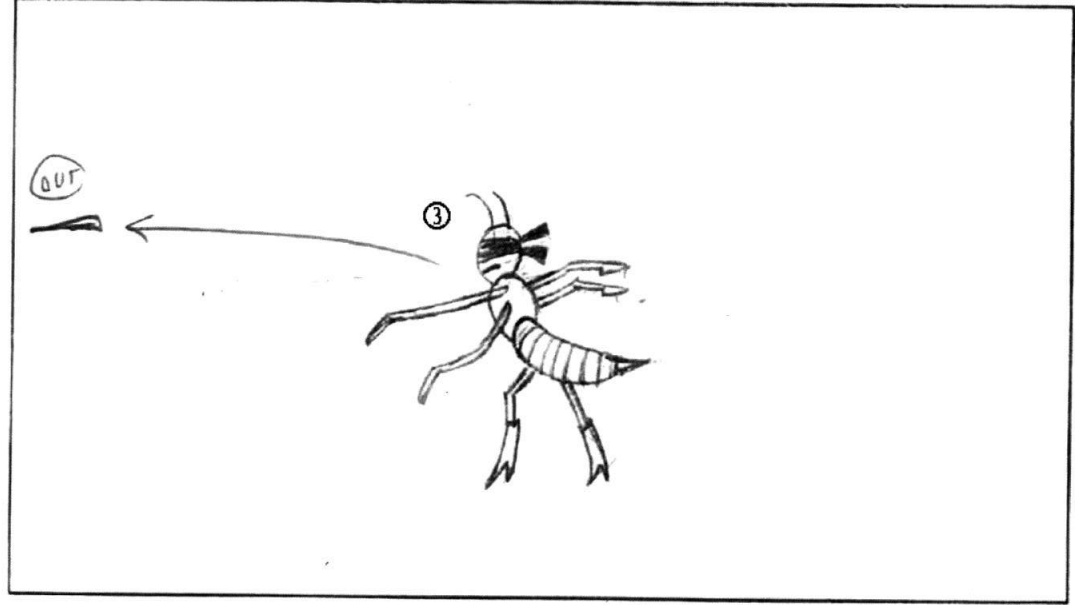
day night



Sc. 103 *CONT* Pnl. C

Bg.

day night



Dialog:	
DEC 13 2013	
Action:	ANTIC. THROW
Timing:	THROWS STINGER

EPISODE #

Production :

1025/162

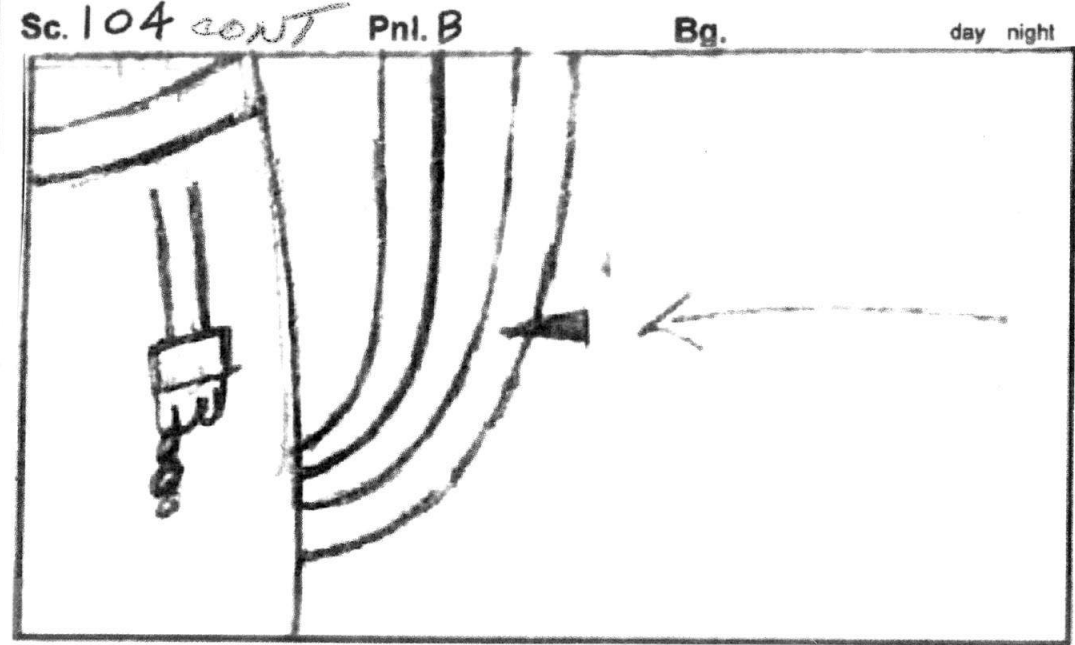
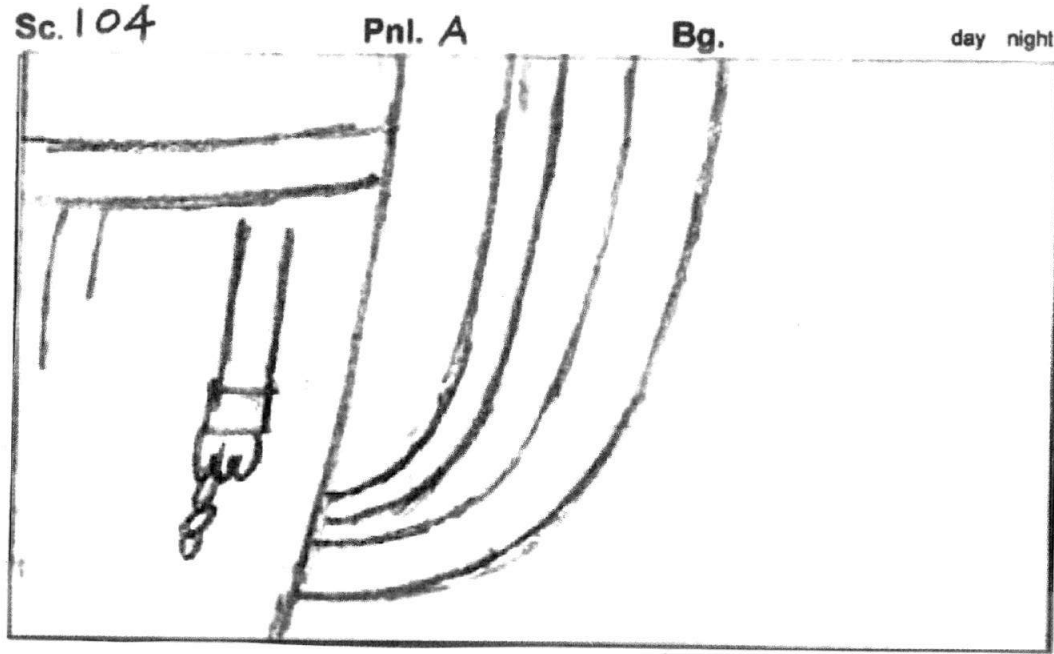
1025/162

Cut

ADVENTURE TIME



Page 264



EPISODE #

1025/162

Dialog:	
Action:	ON GORALINA'S TAIL (GORALINA IS STILL SWAYING TO THE MUSIC.)
	STINGER ENTERS SCENE AND STICKS IN GORALINA'S TAIL.
Timing:	DEC 13 2013

Production :

1025/162

ADVENTURE TIME

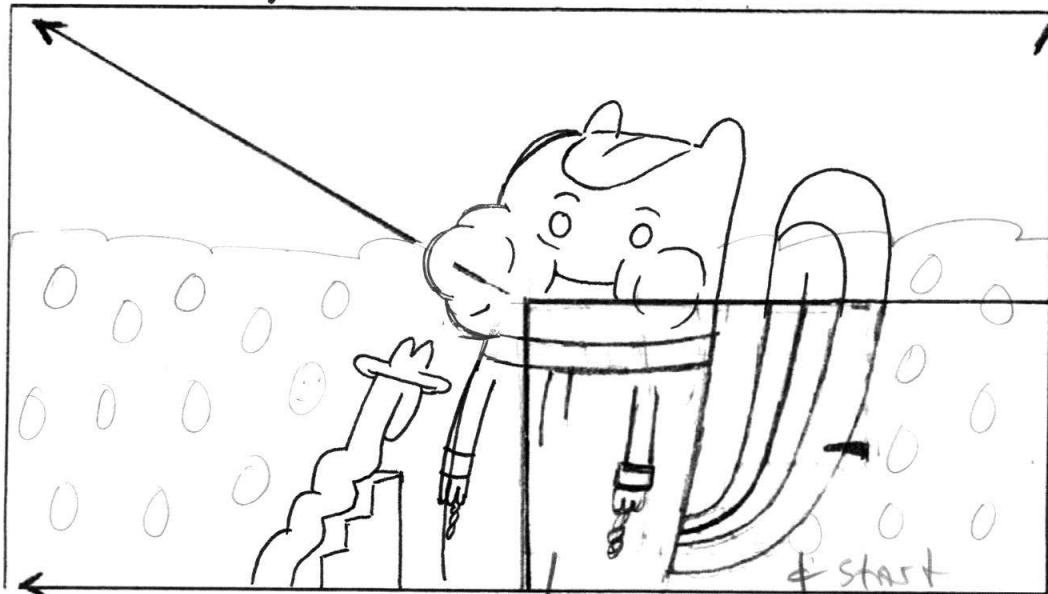


Page **265**

Sc. 104 *cont* Pnl. C

Bg.

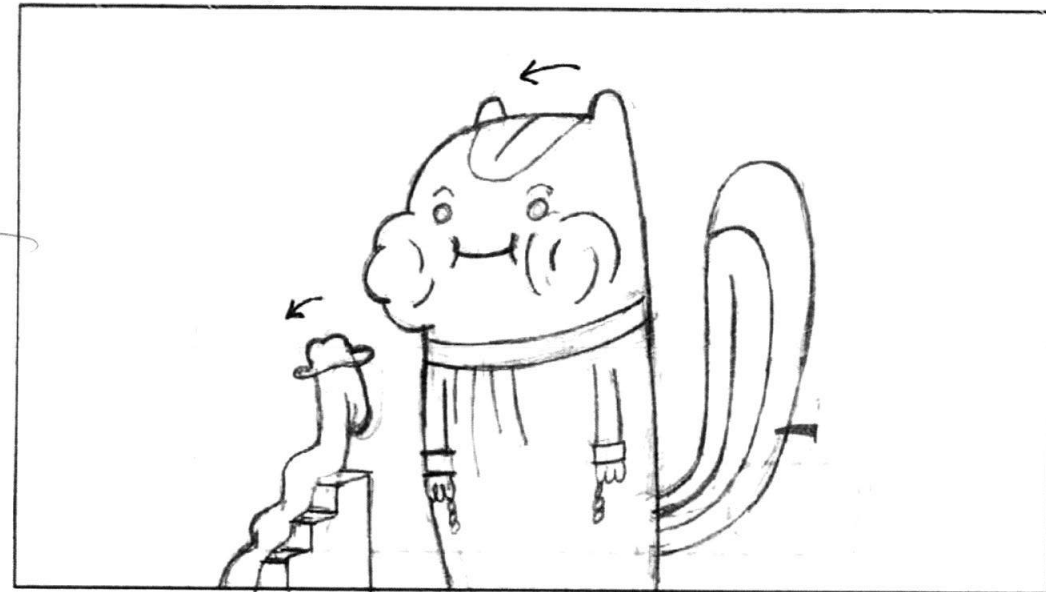
day night



Sc. 104 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

TRUCK OUT

BLUE NOSE AND GORALINA ARE BOTH SWAYING TO THE BELLY DANCING MUSIC. (GORALINA IS IN A TRANCE.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

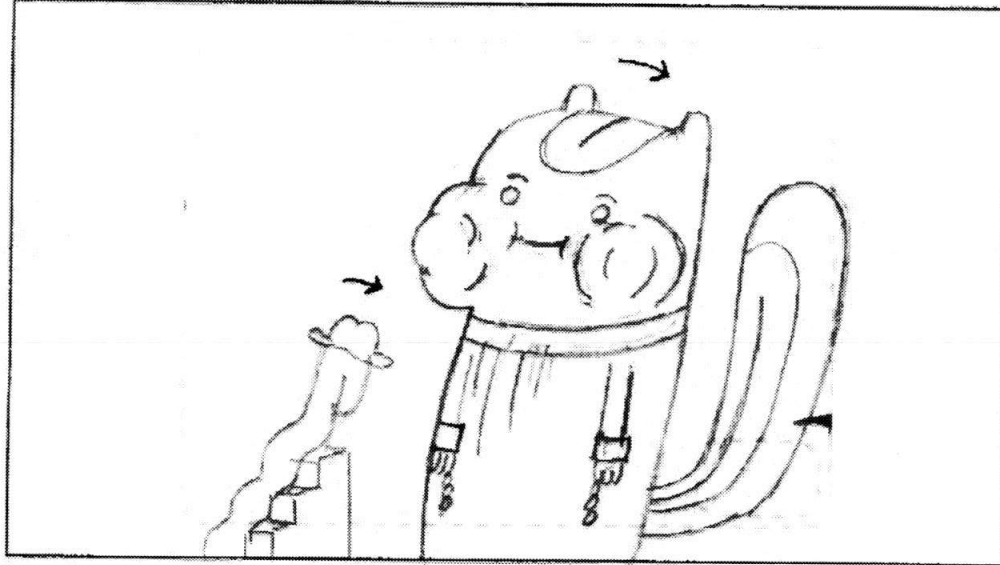


Page 266

Sc. 104 *cont* Pnl. E

Bg.

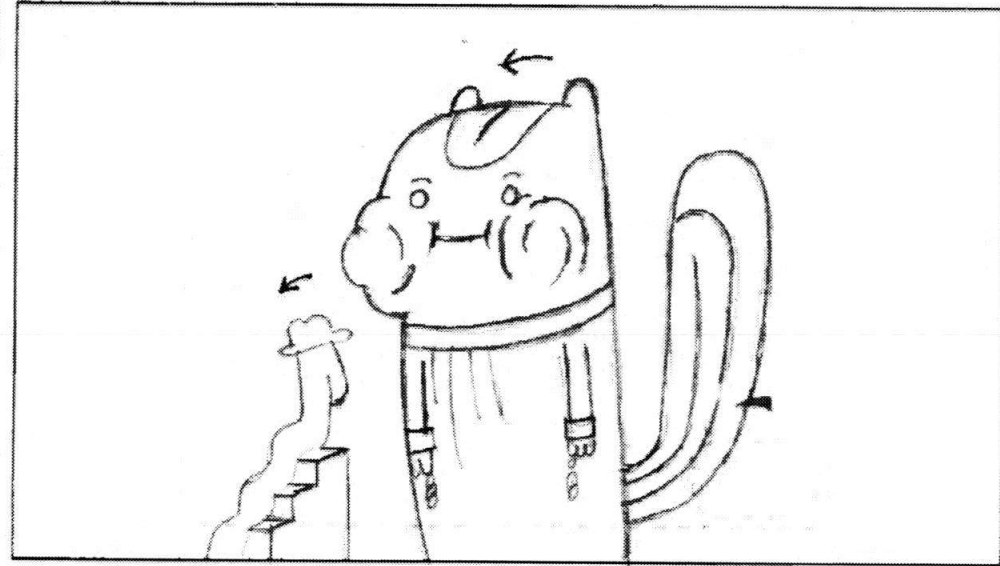
day night



Sc. 104 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

1025-162

EPISODE #

Production :

1025/162

1025/162

1025/162

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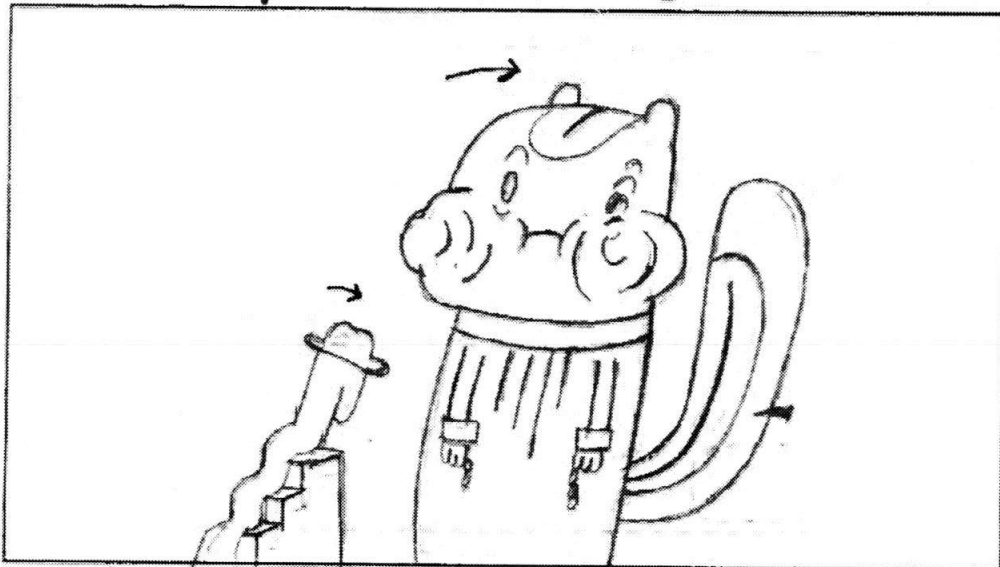


Page **267**

Sc. 104 *CONT* Pnl. G

Bg.

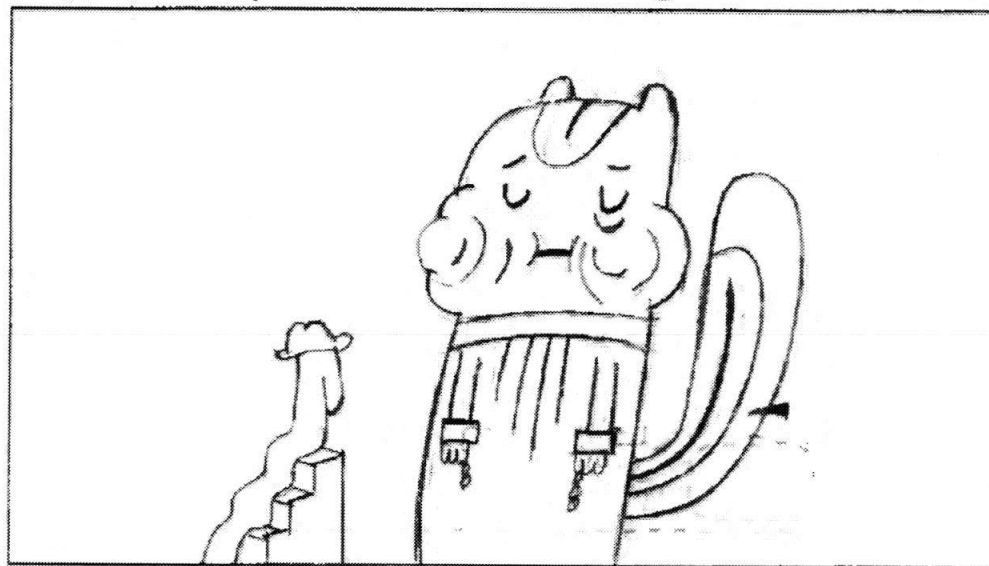
day night



Sc. 104 *CONT* Pnl. H

Bg.

day night



Dialog:

Action:

SUDDENLY GORALINA REACTS TO
THE STINGER IN HER TAIL.

- GORALINA STOPS MOVING, SHE'S ASLEEP.

SHOULD BE
A H.U. FOR
GORALINA →

Timing:

DEC 13 2013

EPISODE #

1025-162

Production :

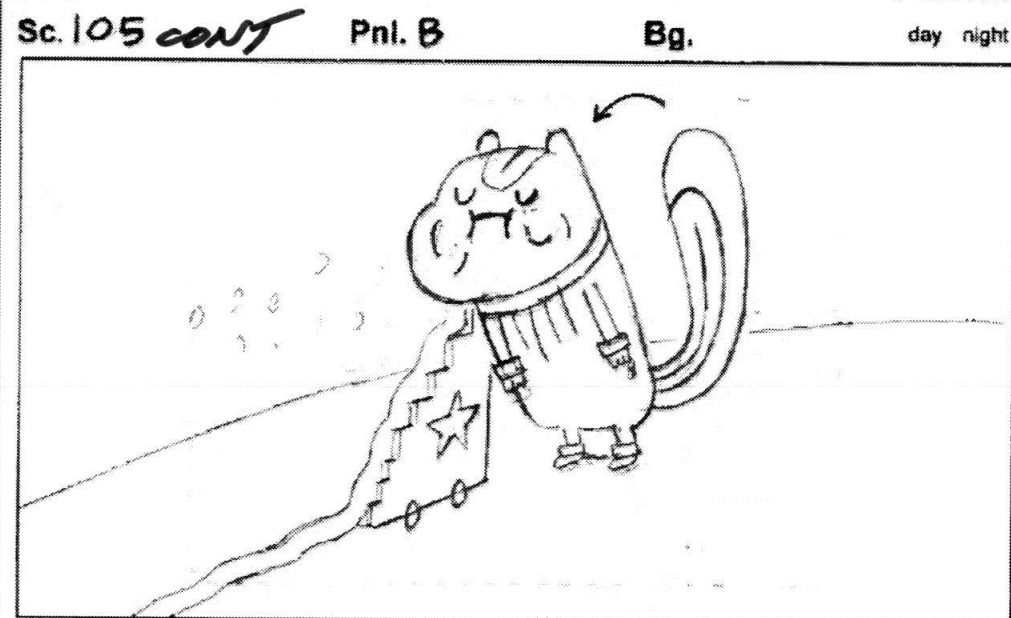
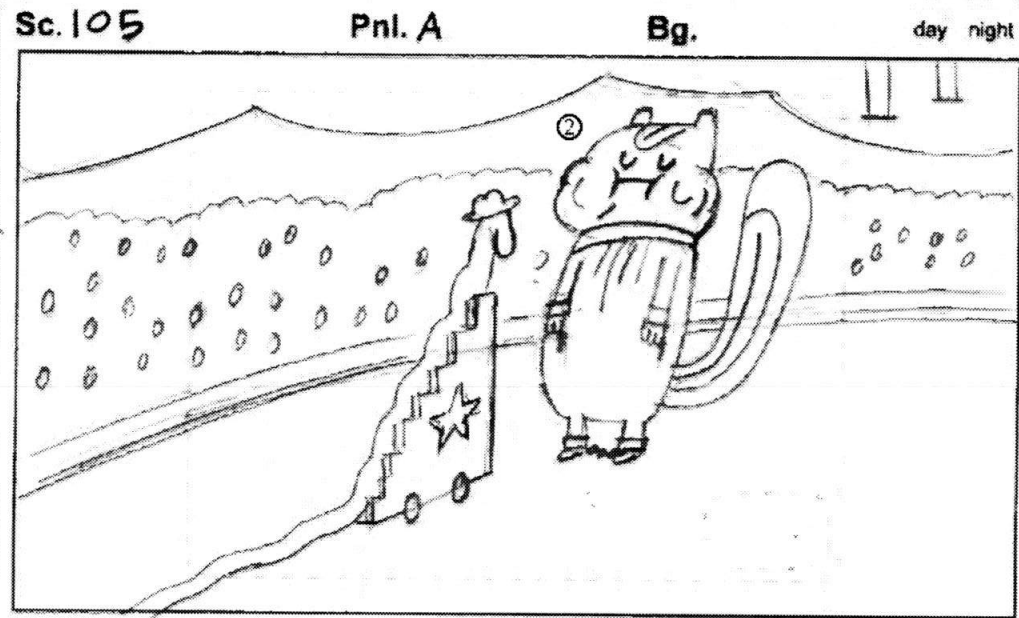
1025/162

1025/162

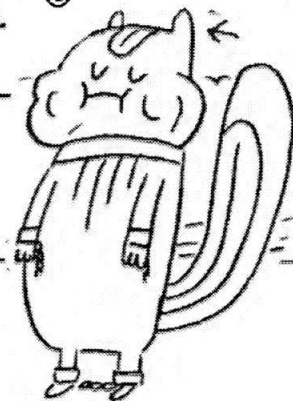
ADVENTURE TIME



Page **268**



Dialog:	
<p>Action:</p> <p>← H.U. GORALINA</p>	<p>WIDE ON GORALINA AND BLUE NOSE. GORALINA IS ASLEEP ON HER FEET. ①</p> <p>GORALINA INTO FALLING OVER.</p> <p>DEC 13 2013</p>
Timing:	



1025-162

EPISODE #

1025/162

Production :

1025/162

1025/162

ADVENTURE TIME



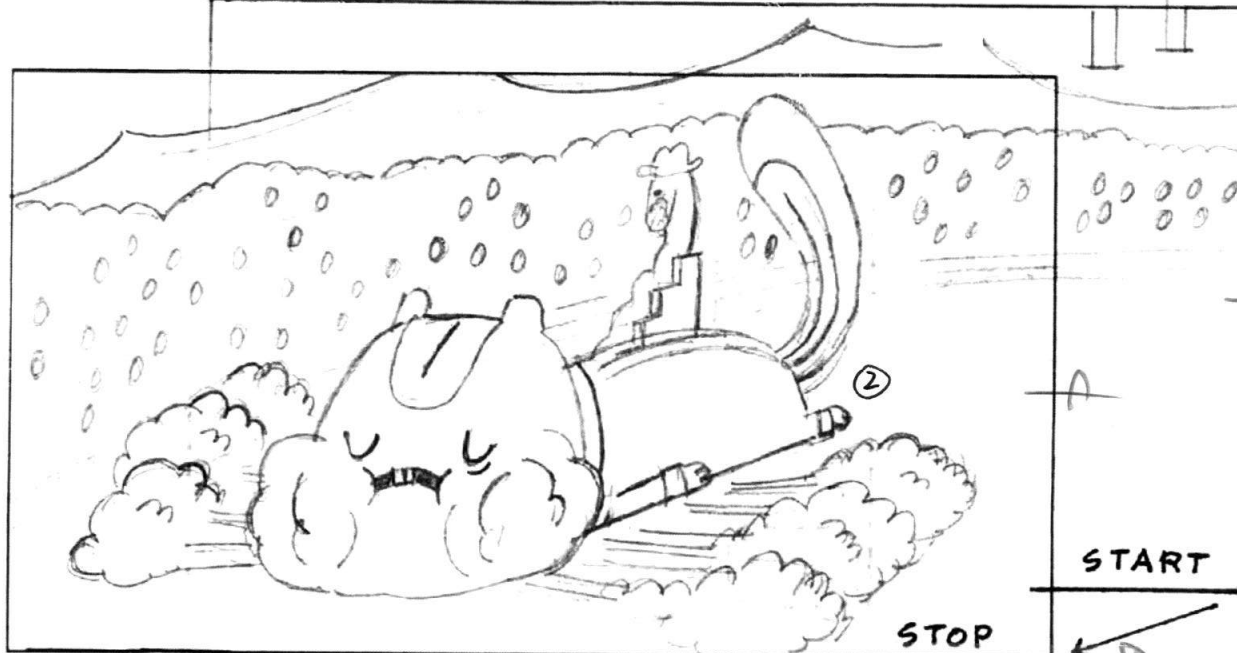
Page 269

Sc. 105 *CONT*

Pnl. C

Bg.

day night



SFX: GORALINA HITTING THE GROUND
THOOMP!

Action: << CAMERA SHAKE >>
- GORALINA HITS THE GROUND.
- CLOUDS OF DUST RISE UP.

Timing: - PAN W. ACTION



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

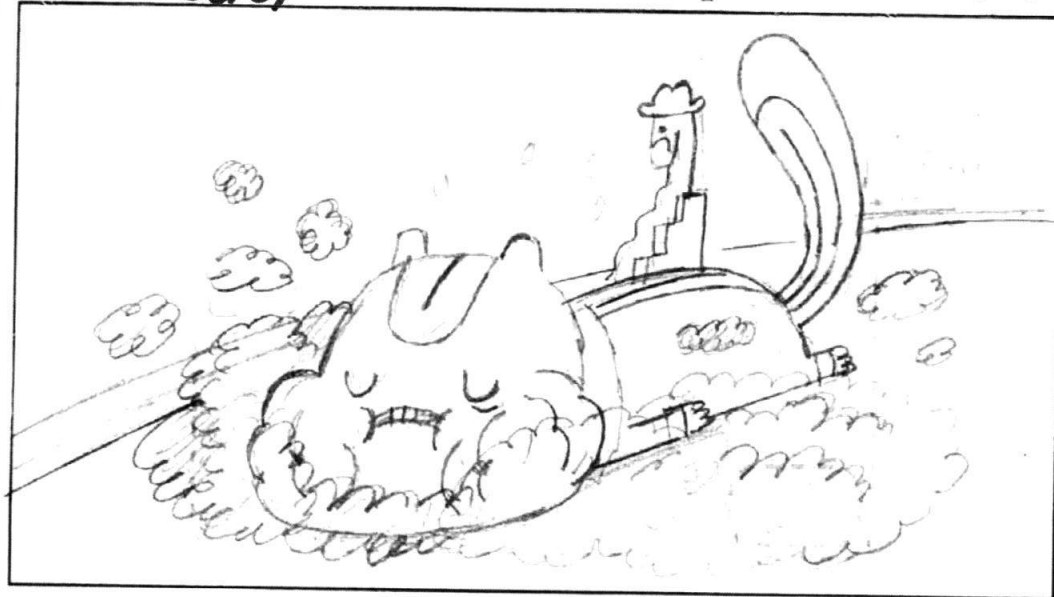


Page 270

Sc. 105 *cont* Pnl. D

Bg.

day night



Sc. 105 *cont* Pnl. E

Bg.

day night



Dialog:

Action:

DUST DISSIPATES

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 271

Sc. 105 CONT Pnl. F

Bg.

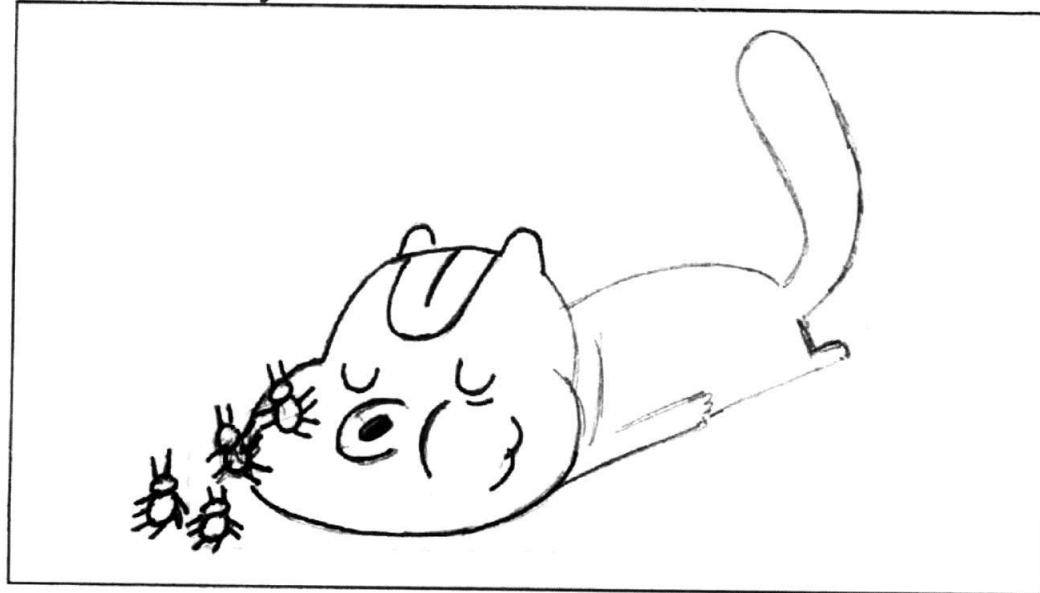
day night



Sc. 105 CONT Pnl. G

Bg.

day night



Dialog:

GORALINA: SPITS OUT BUGS
THWOOT!

Action:

GORALINA SPITS OUT THE BUGS.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **272**

Sc. 105 *CONT* Pnl. H

Bg.

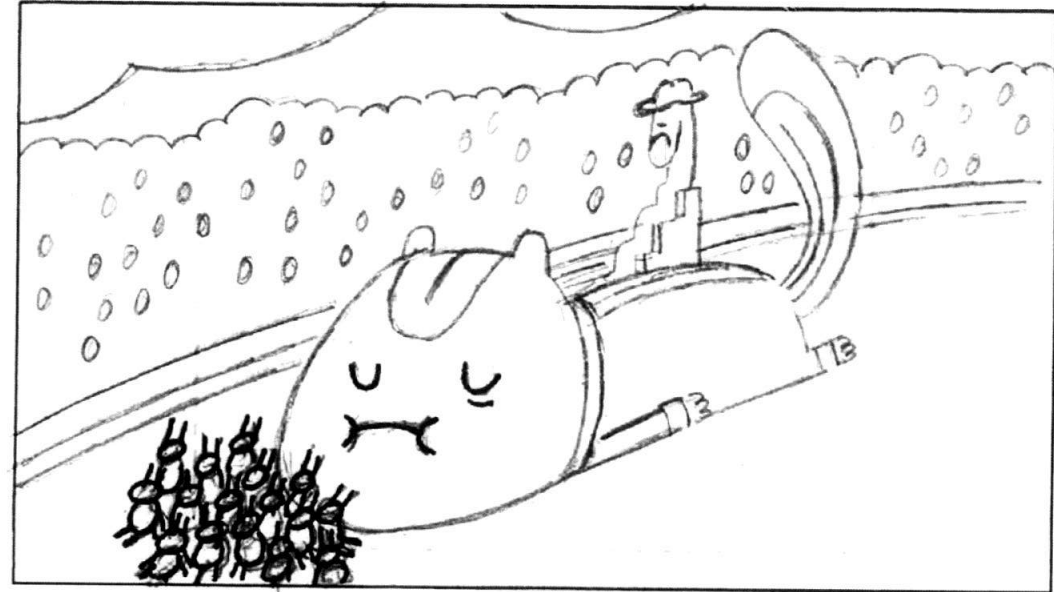
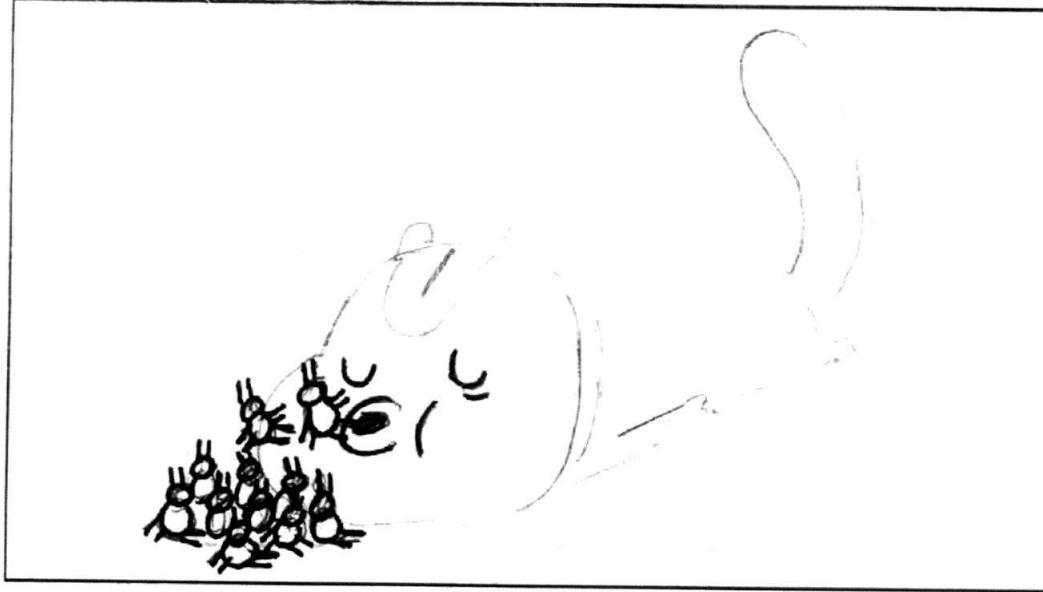
day night

Sc. 105 *CONT* Pnl. I

Bg.

day night

*Ho
Cut*



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

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1025/162

1025/162

1025/162

1025/162

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Ho
Cont

ADVENTURE TIME



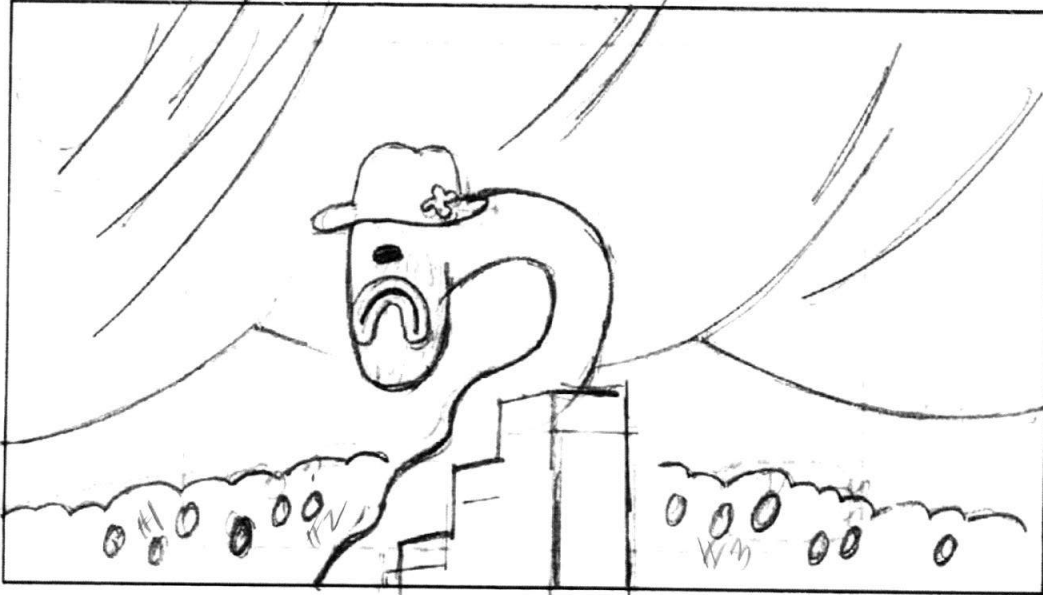
Page 273

Sc. 106

Pnl. A

Bg.

day night

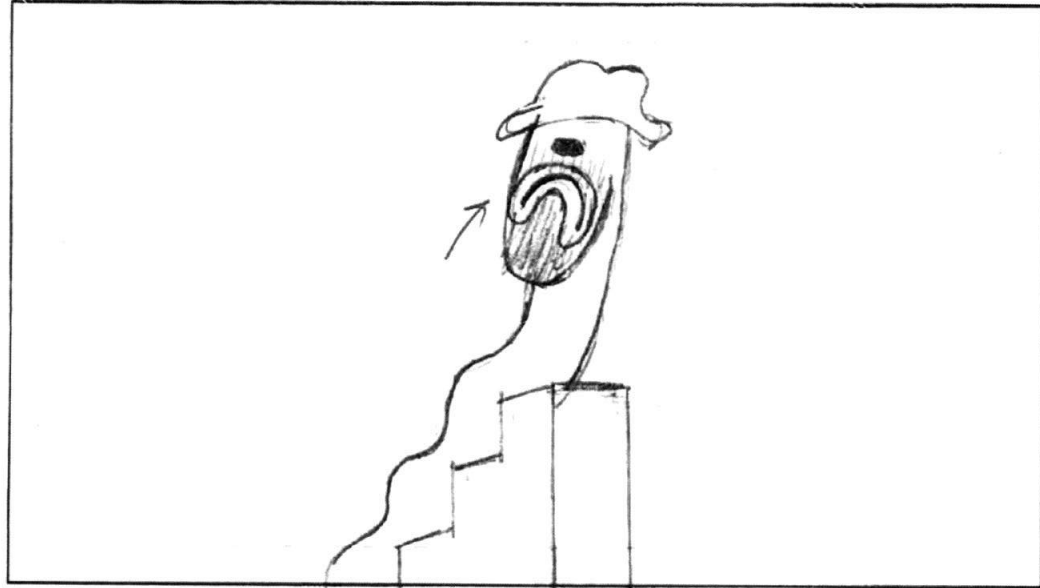


Sc. 106 cont

Pnl. B

Bg.

day night



Dialog:

Action: ON BLUE NOSE, LOOKING AT THE FALLEN
GORALINA OFF-SCREEN.

BLUE NOSE REACTS BACK, SAD.

DEC 13 2013

Timing:

EPISODE #

Production :

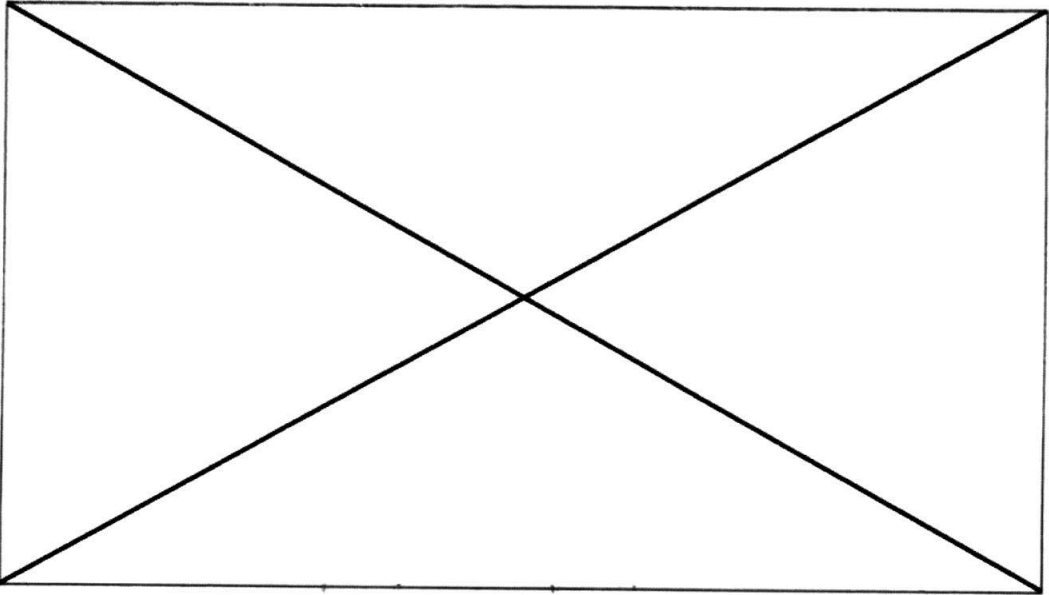
1025/162

1025/162

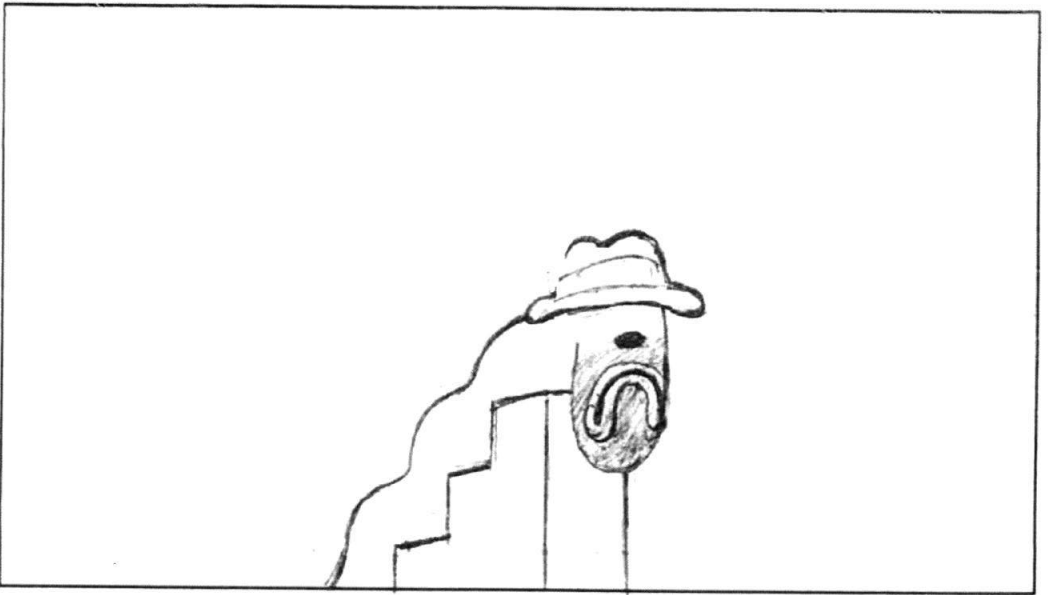
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 106 *cont* Pnl. C Bg. day night



Dialog:	
Action:	DEC 13 2013 BLUE NOSE SETTLES DOWN, SAD. HOLD THIS POSE. (BLUE NOSE WANTED TO CALM DOWN GORALINA -- BUT HE DIDN'T WANT HER TO BE KNOCKED OUT.)
Timing:	

EPISODE #

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1025/162

1025/162

1025/162

ADVENTURE TIME

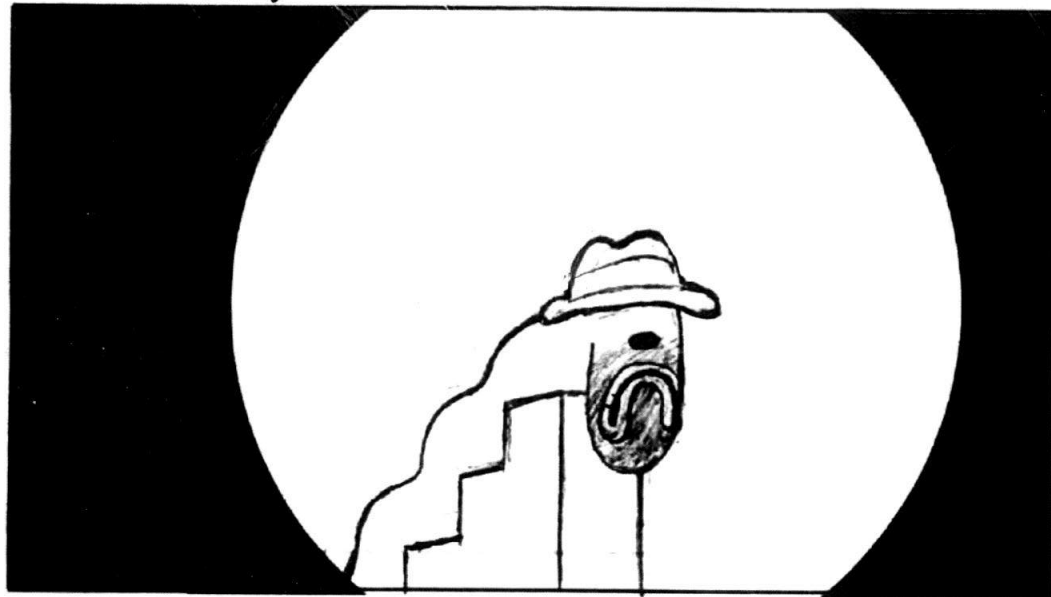


Page **275**

Sc. 106 *CONT* Pnl. D

Bg.

day night



Sc. 106 *CONT* Pnl. E

Bg.

day night



Dialog:

Action: CAMERA: IRIS OUT ON BLUE NOSE.
(PROBABLY HAVE A SOFT EDGE
ON THE IRIS CIRCLE.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



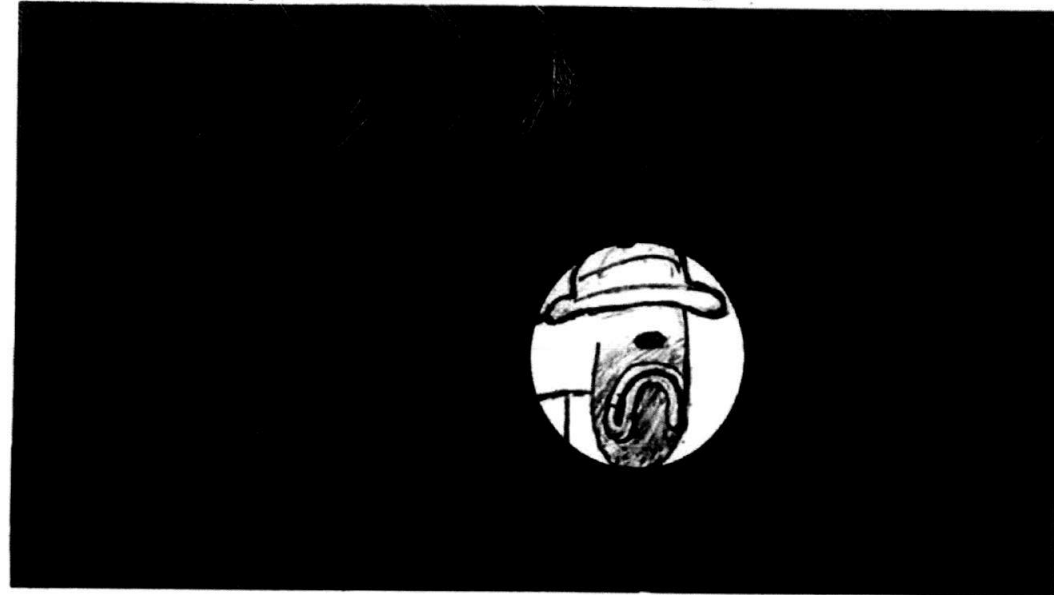
Page **276**

Sc. 106 *cont*

Pnl. F

Bg.

day night

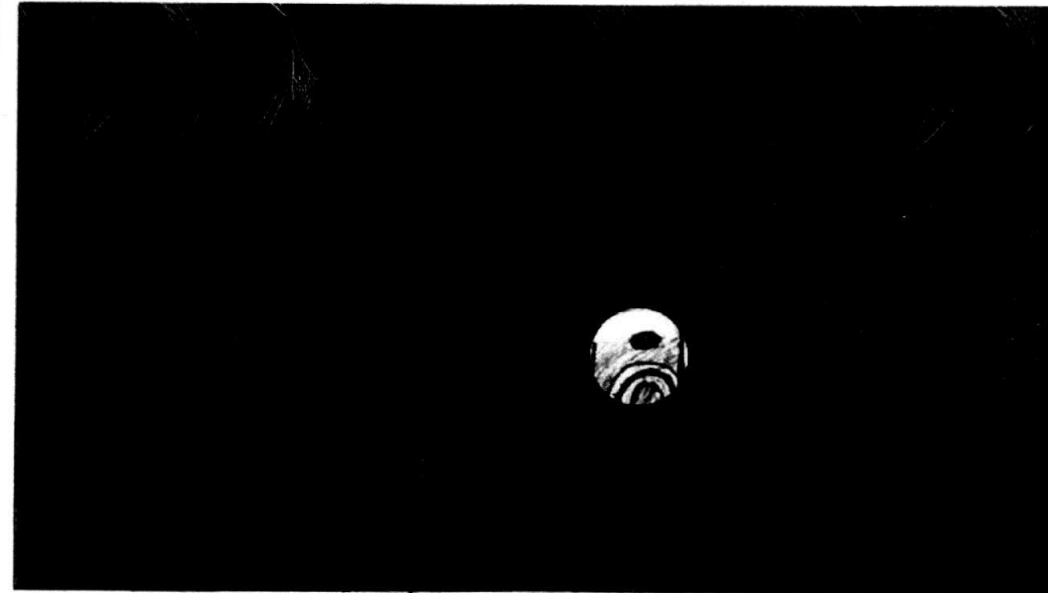


Sc. 106 *cont*

Pnl. G

Bg.

day night



Dialog:

Action: CAMERA: CONT IRIS OUT

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 277

Sc. 106 *cont* Pnl. H Bg. day night

Sc. 107 Pnl. A Bg. day night

Dialog:	
Action: <u>CAMERA</u> : BLACK SCREEN	<u>CAMERA</u> : START SCENE WITH A BLACK SCREEN. DEC 13 2013
Timing:	

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

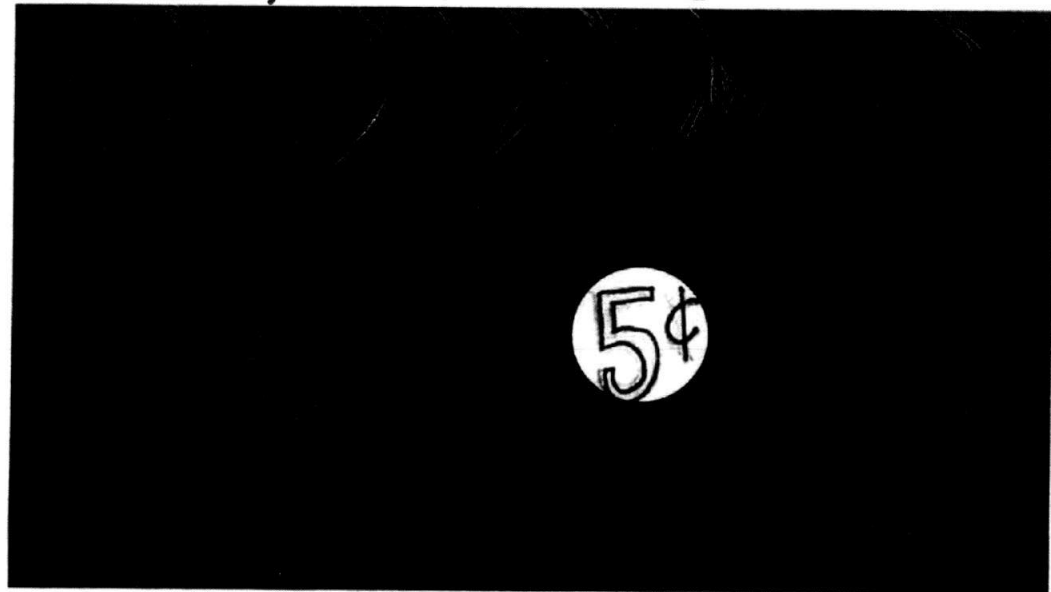


Page 278

Sc. 107 *CONT* Pnl. B

Bg.

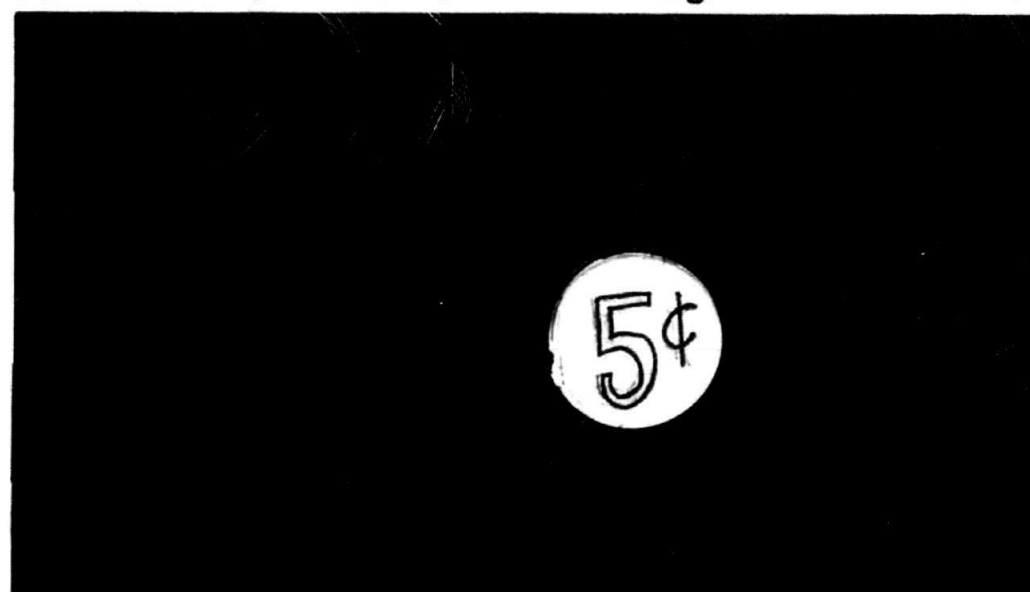
day night



Sc. 107 *CONT* Pnl. C

Bg.

day night



Dialog:

Action: - IRIS UP ON A NICKEL

- HOLD ON THE SMALL IRIS,
SHOWING JUST THE NICKEL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 279

Sc. 107 CONT Pnl. D

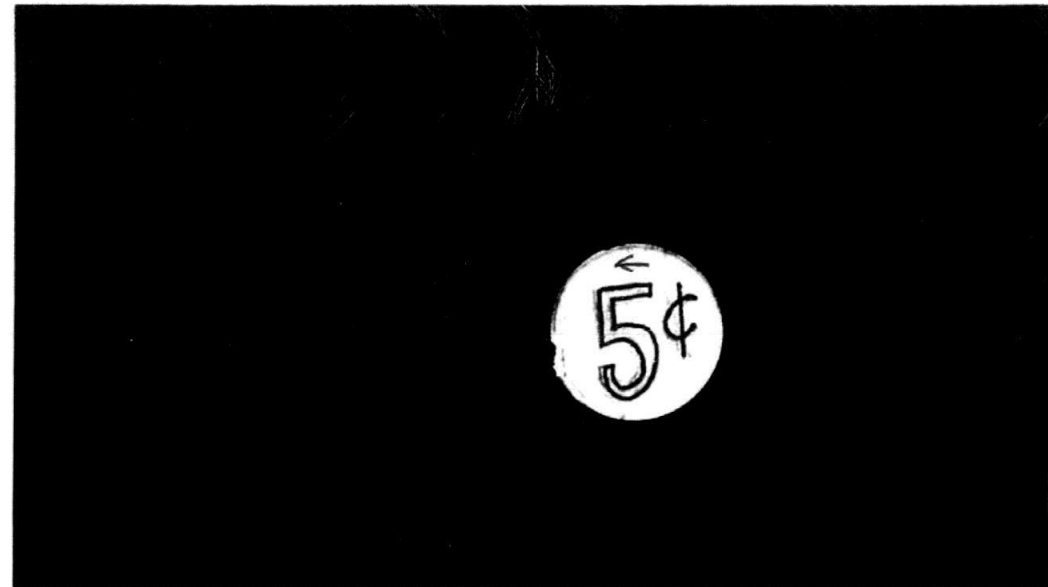
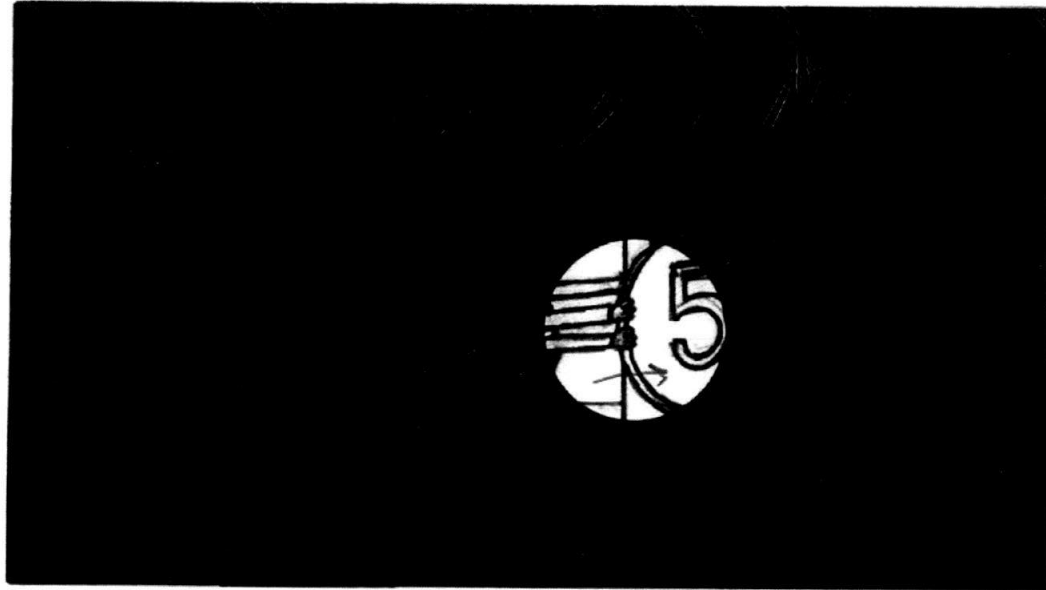
Bg.

day night

Sc. 107 CONT Pnl. E

Bg.

day night



Dialog: SFX: CLINK!

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 280

Sc. 107 *cont* Pnl. F

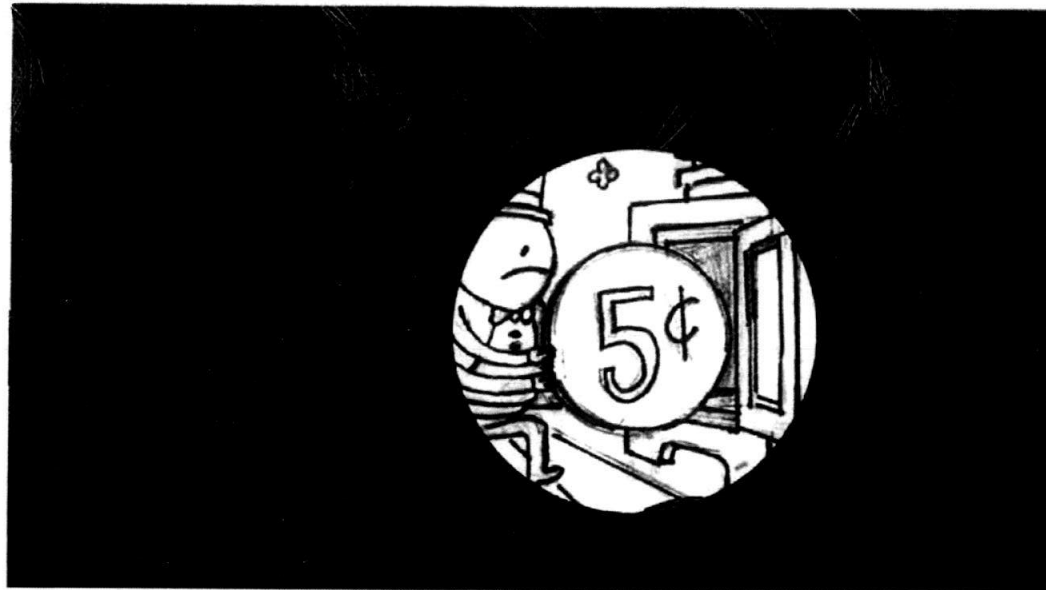
Bg.

day night

Sc. 107 *cont* Pnl. G

Bg.

day night



Dialog:

Action: NOW IRIS FURTHER ← ↑ →
↓

DEC 13 2013

Timing:

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME

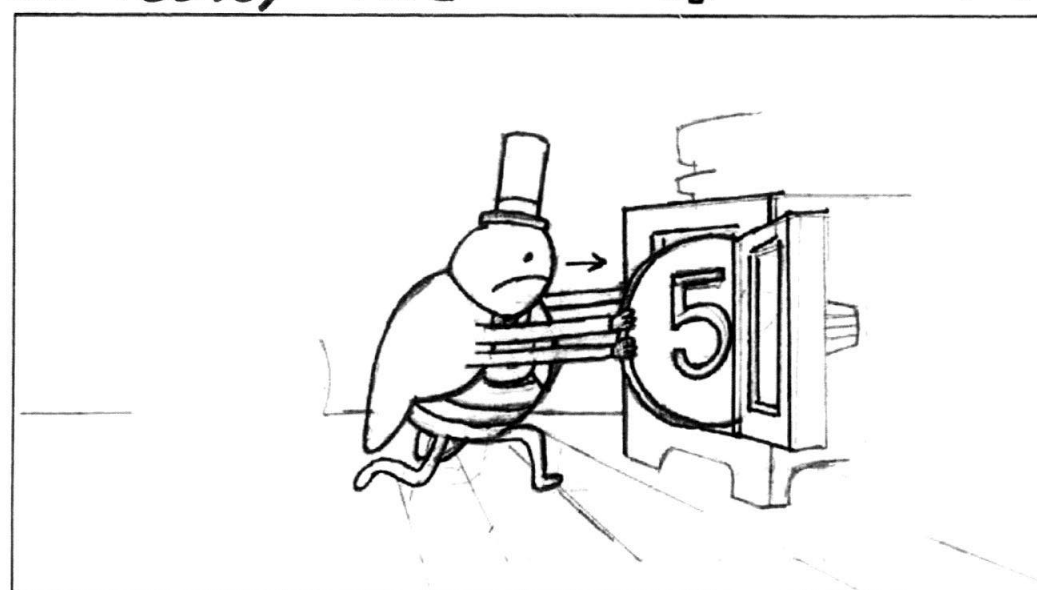


Page 281

Sc. 107 *cont* Pnl. H Bg. day night



Sc. 107 *cont* Pnl. I Bg. day night



Dialog:

SFX: CLINK!

Action: ON RINGMASTER, IN HIS TRAILER, TRYING TO PUT A NICKEL INTO A SAFE (BUT THE NICKEL IS TOO BIG).

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page **282**

Sc. **107** *CONT* Pnl. **J**

Bg.

day night

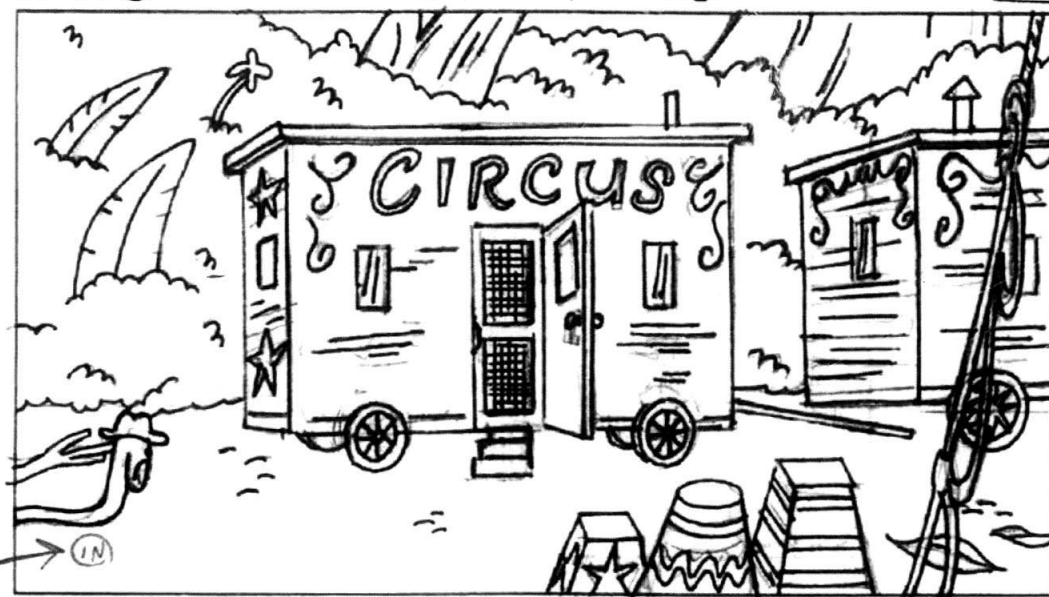


Sc. **108**

Pnl. **A**

Bg.

day night



Dialog:

Action:

WIDE SHOT (NIGHT) OF BLUE NOSE APPROACHING
THE RINGMASTER'S TRAILER.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

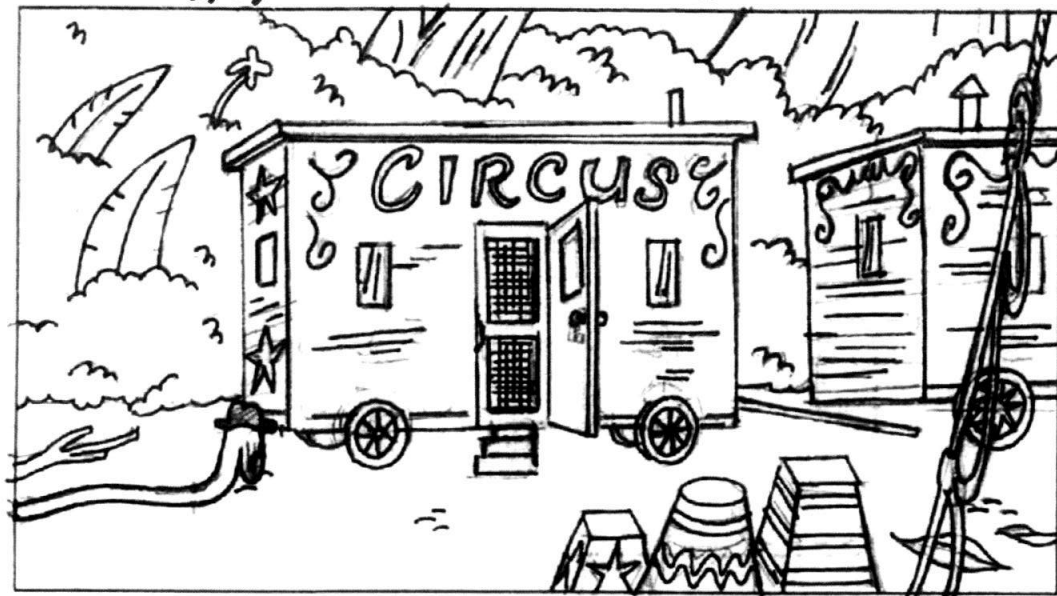
1025/162

ADVENTURE TIME

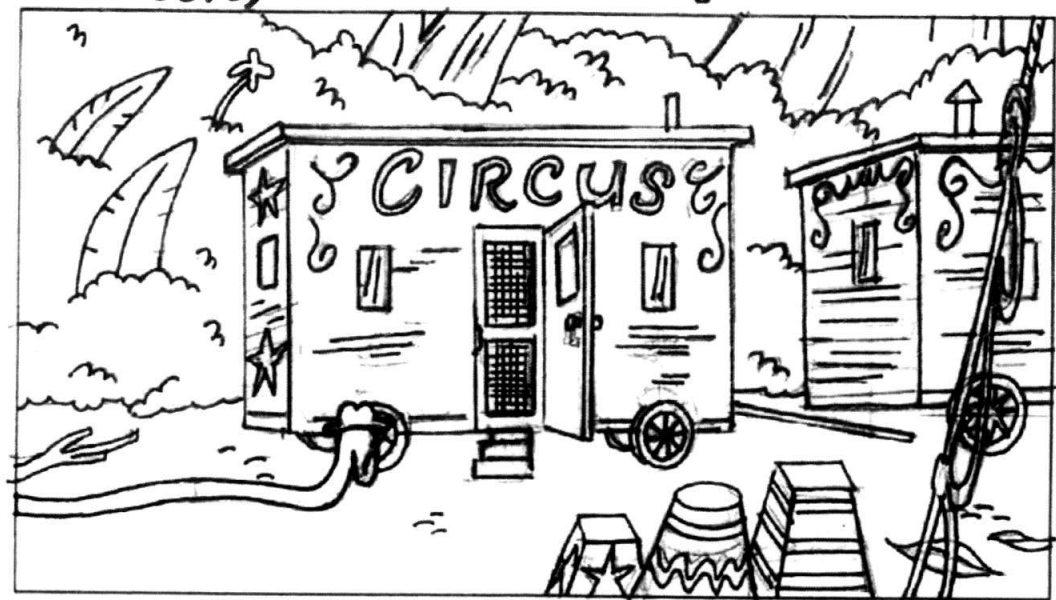


Page 283

Sc. 108 *CONT* Pnl. B Bg. day night



Sc. 108 *CONT* Pnl. C Bg. day night



Dialog:	SFX: CLINK! CLINK! (FROM INSIDE THE TRAILER)
Action:	
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

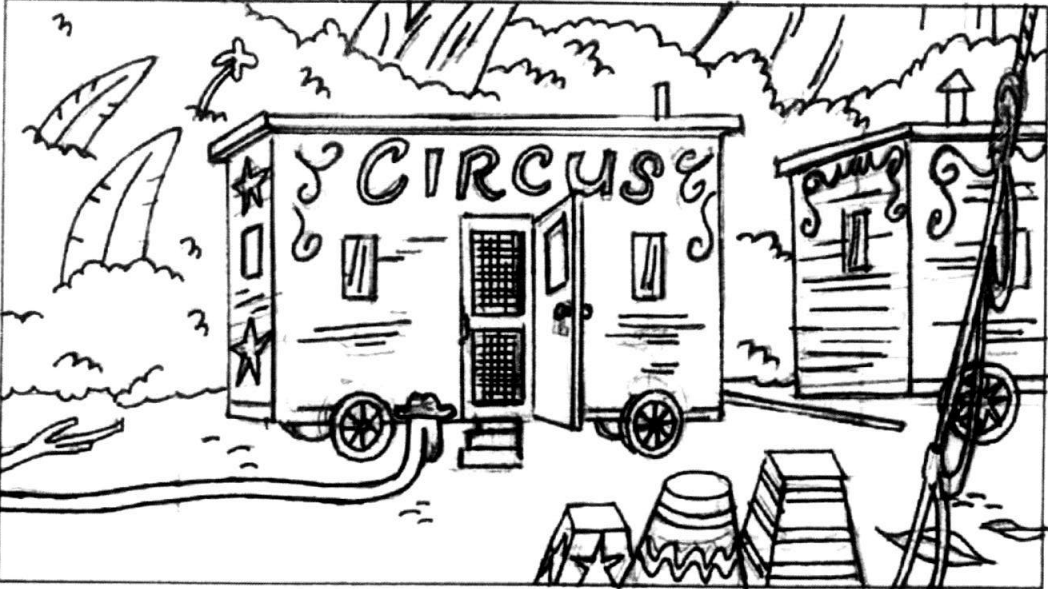
1025/162

ADVENTURE TIME

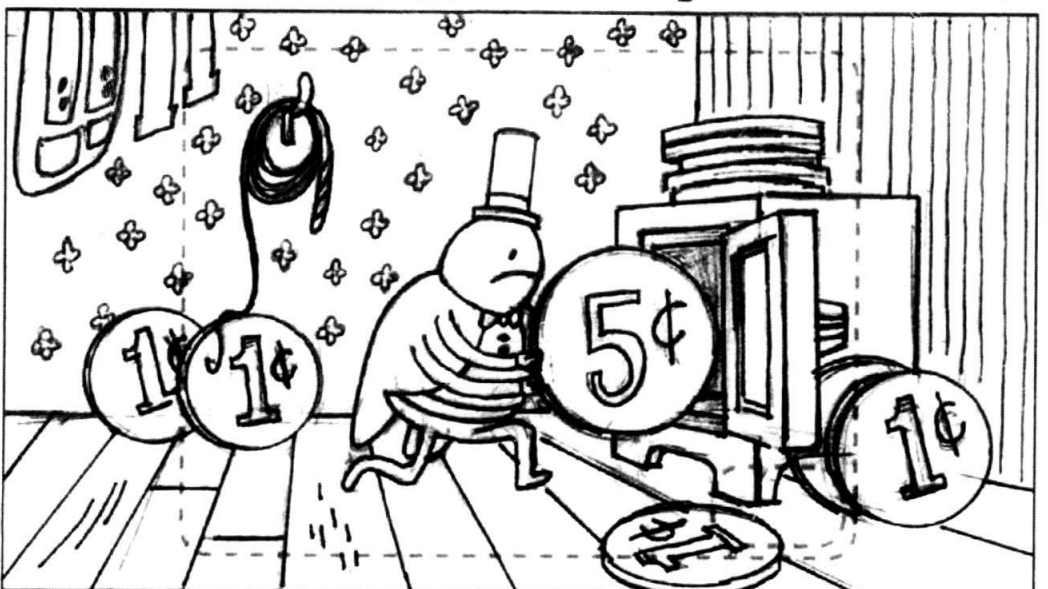


Page 284

Sc. 108 CONT Pnl. D Bg. day night



Sc. 109 Pnl. A Bg. day night



Dialog:	
Action:	THE RINGMASTER IS STILL TRYING TO FIT A NICKEL INTO A SAFE.
Timing:	DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME

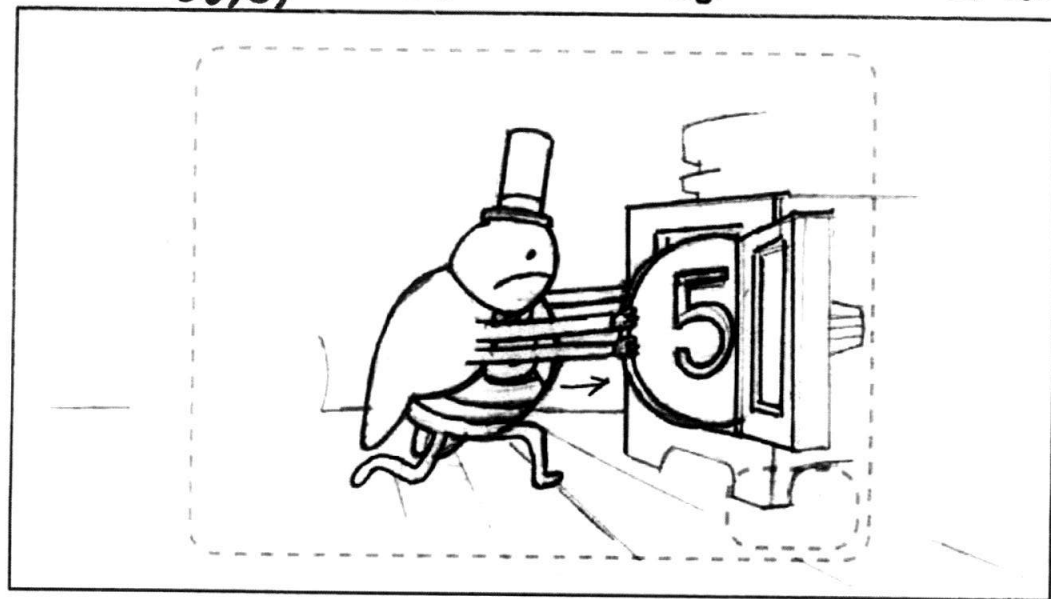


Page **285**

Sc. 109 *CONT* Pnl. B

Bg.

day night



Sc. 109 *CONT* Pnl. C

Bg.

day night



Dialog: SFX: CLINK!

SFX: SCREEN DOOR RATTLES

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

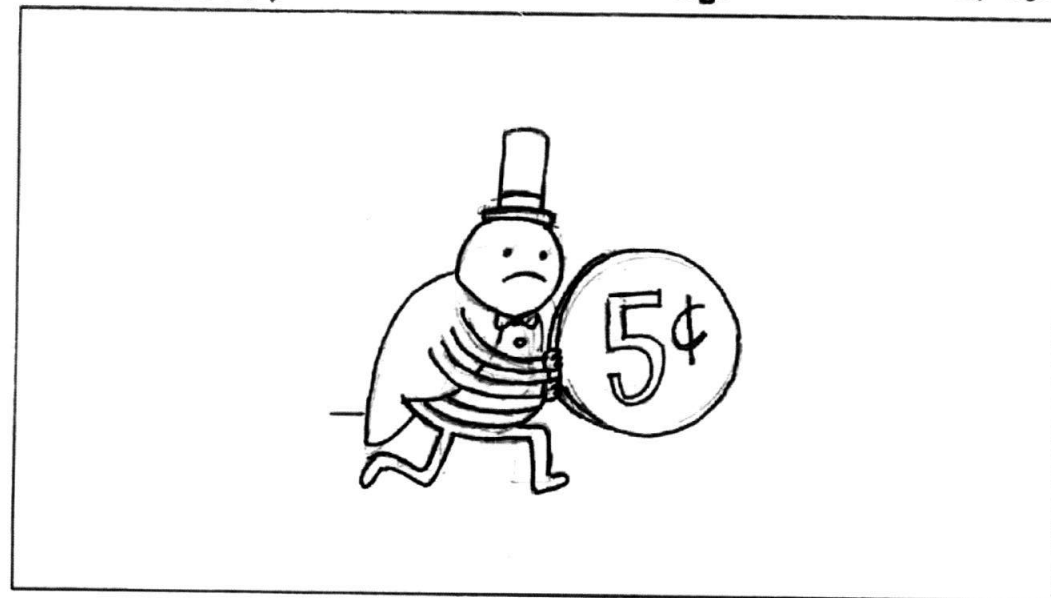


Page **286**

Sc. 109 *cont* Pnl. D

Bg.

day night

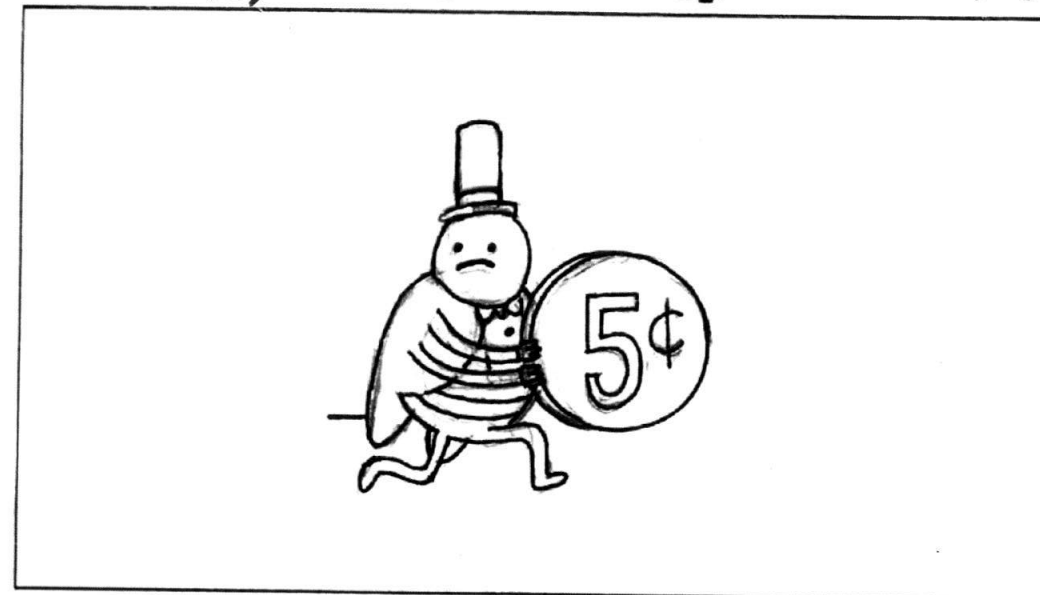


Sc. 109 *cont* Pnl. E

Bg.

Bg.

day night



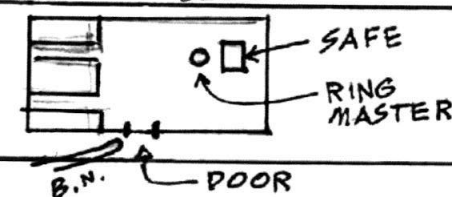
Dialog: SFX: SCREEN DOOR RATTLES AGAIN.

Action: THE RINGMASTER LOOKS UP -- HE HAS HEARD THE SCREEN DOOR RATTLE.

Timing:

THE RINGMASTER LOOKS AT THE (O.S.) SCREEN DOOR.

DEC 13 2013



Production :

EPISODE #

1025/162

1025/162

1025/162

ADVENTURE TIME

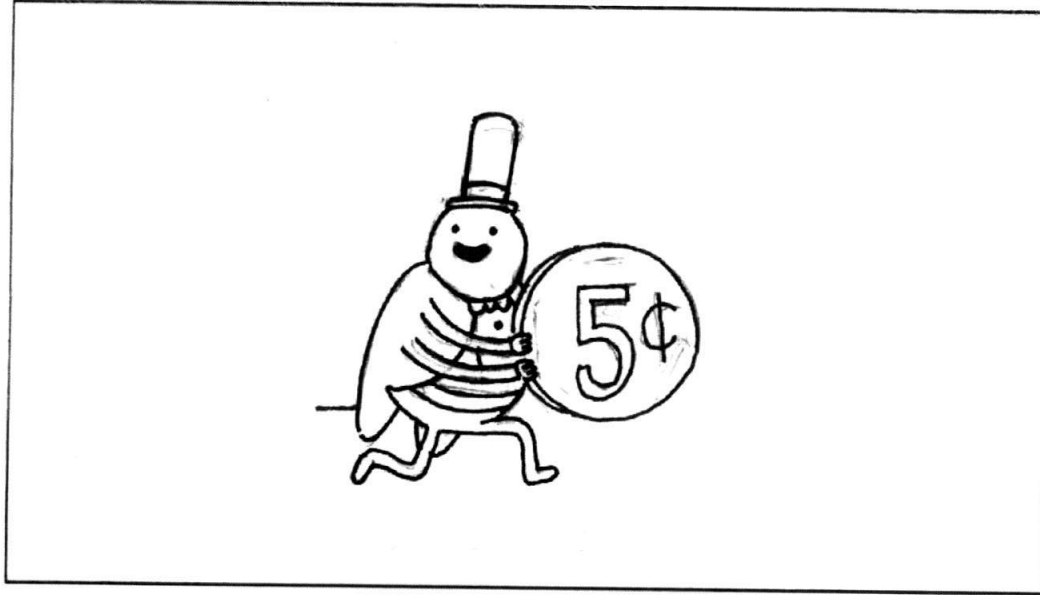


Page **287**

Sc. 109 *CONT* Pnl. F

Bg.

day night

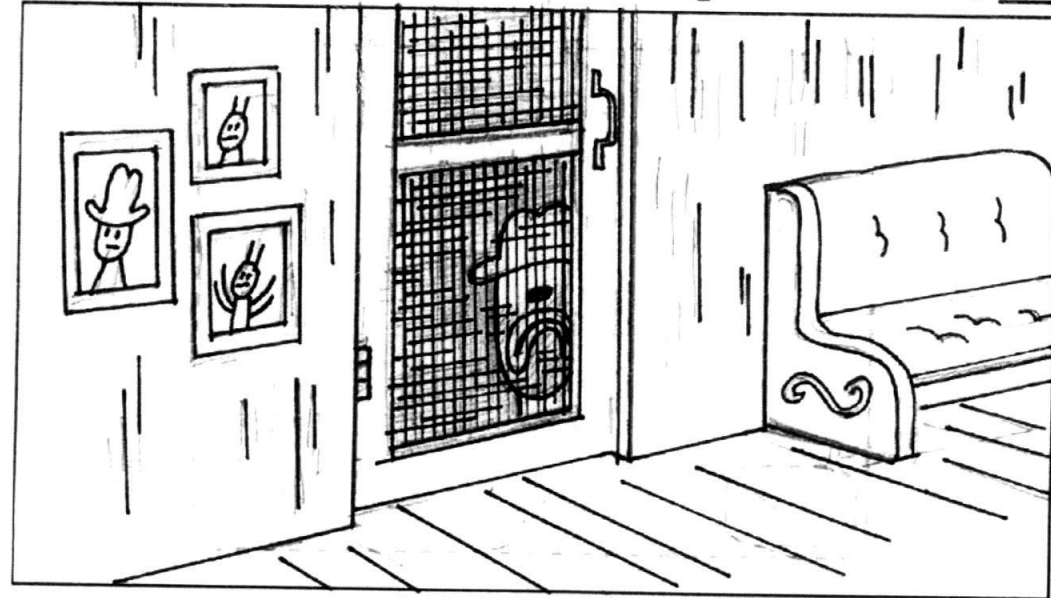


Sc. 110

Pnl. A

Bg.

day night



Dialog: RINGMASTER: BLUE NOSE!

RINGMASTER: BOY, AM I GLAD TO SEE YOU!
(V.O.)

Action:

BLUE NOSE IS STANDING OUTSIDE THE SCREEN DOOR.

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME



Page **288**

Sc. III

Pnl. A

Bg.

day night

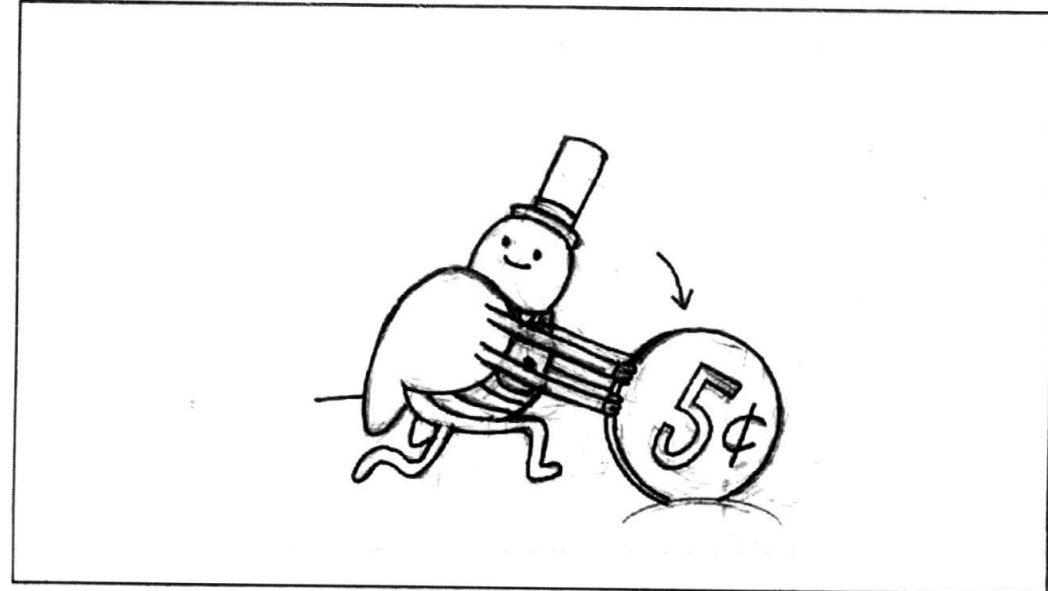


Sc. III *cont*

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: COME IN! COME IN!

SFX: SCREEN DOOR OPENING.

Action:

ON RINGMASTER.

RINGMASTER PUTS DOWN NICKEL.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **289**

Sc. III *CONT*

Pnl. C

Bg.

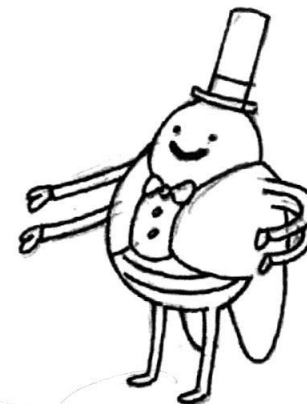
day night

Sc. III *CONT*

Pnl. D

Bg.

day night



Dialog:

RINGMASTER: SIT DOWN.

Action:

RINGMASTER STANDS, TURNS TO (O.S.) BLUE NOSE.

RINGMASTER GESTURES TO (O.S.) TABLE.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



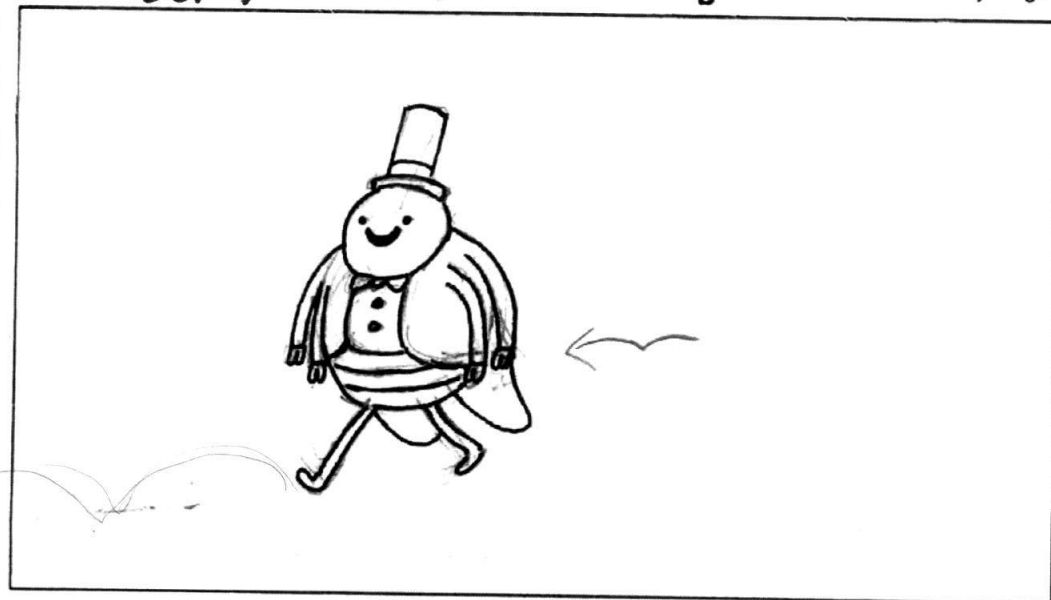
Page **290**

Sc. III **CONT**

Pnl. E

Bg.

day night

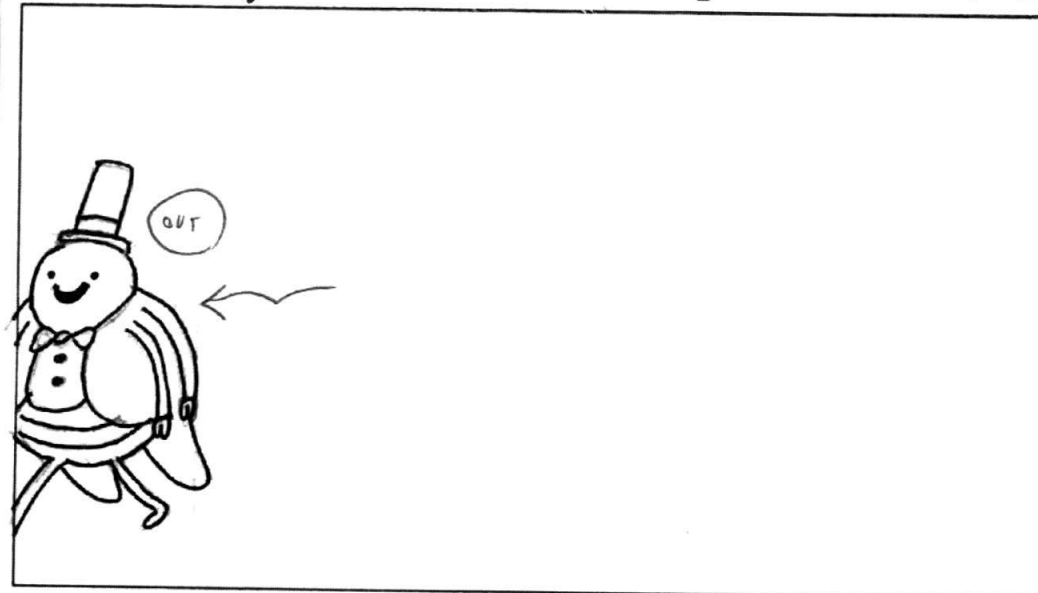


Sc. III **CONT**

Pnl. F

Bg.

day night



Dialog: RINGMASTER: YOU DID GOOD

RINGMASTER: OUT THERE TONIGHT

Action: RINGMASTER WALKS OUT (TO TABLE)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

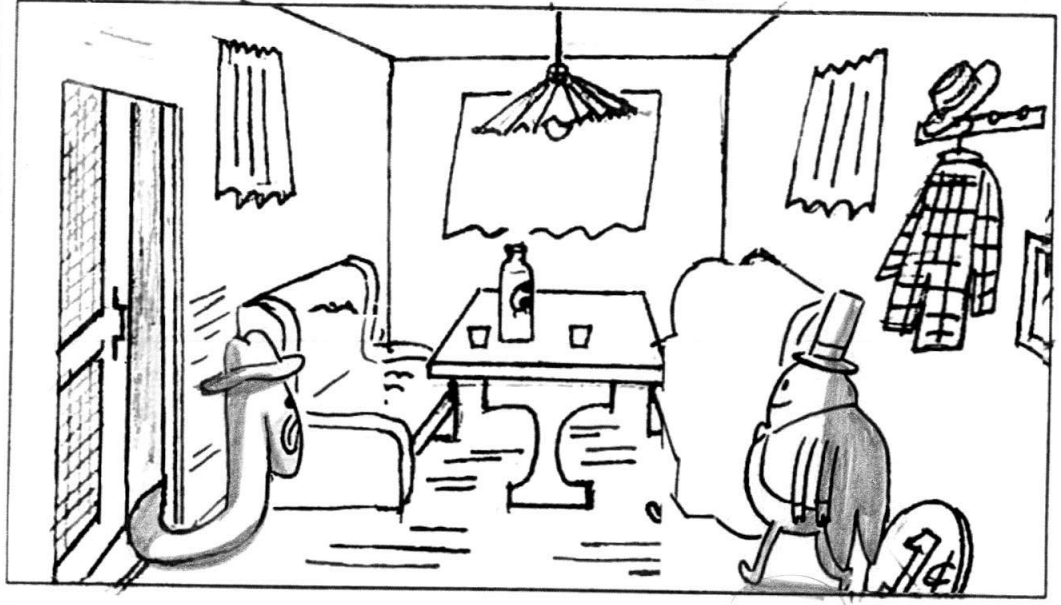
1025/162

CA

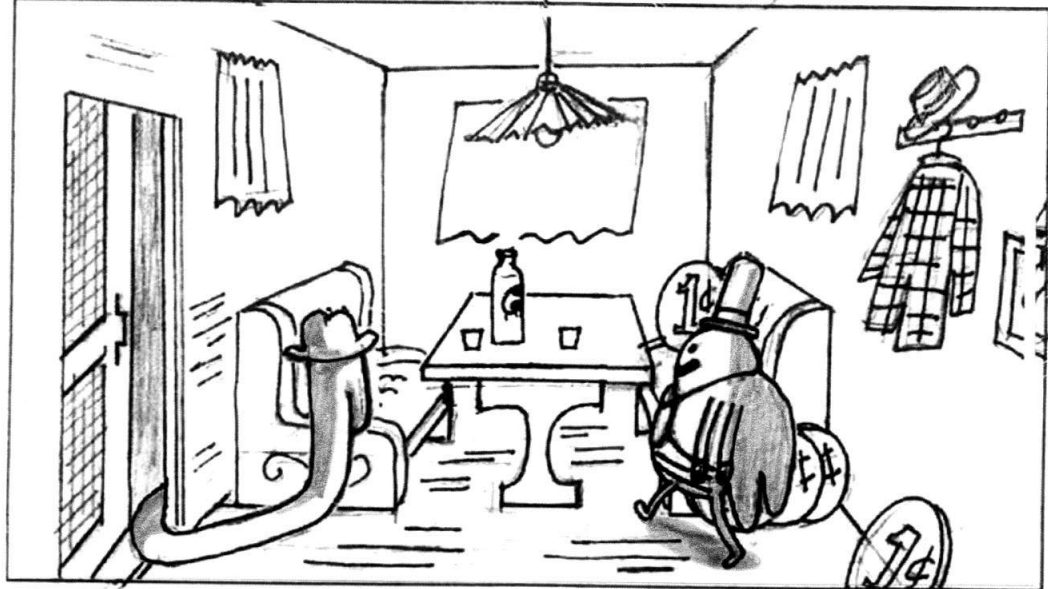
ADVENTURE TIME



Sc. 112 Pnl. A Bg. day night



Sc. 112 CONT Pnl. B Bg. day night



Dialog:	<u>RINGMASTER:</u> WITH THE BELLY DANCING	
Action:	ON DINNER TABLE, INSIDE TRAILER.	B.N. AND RINGMASTER BOTH SIT DOWN.
Timing:	DEC 13 2013	

EPISODE #

Production :

1025/162

1025/162

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ADVENTURE TIME



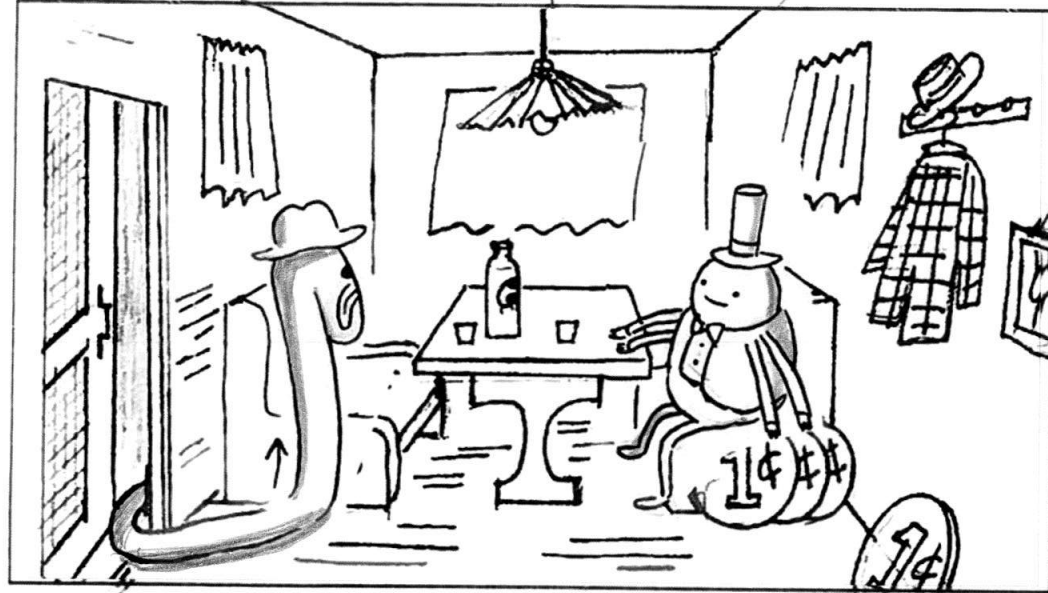
Page 292

Sc. 112 *CONT*

Pnl. C

Bg.

day night

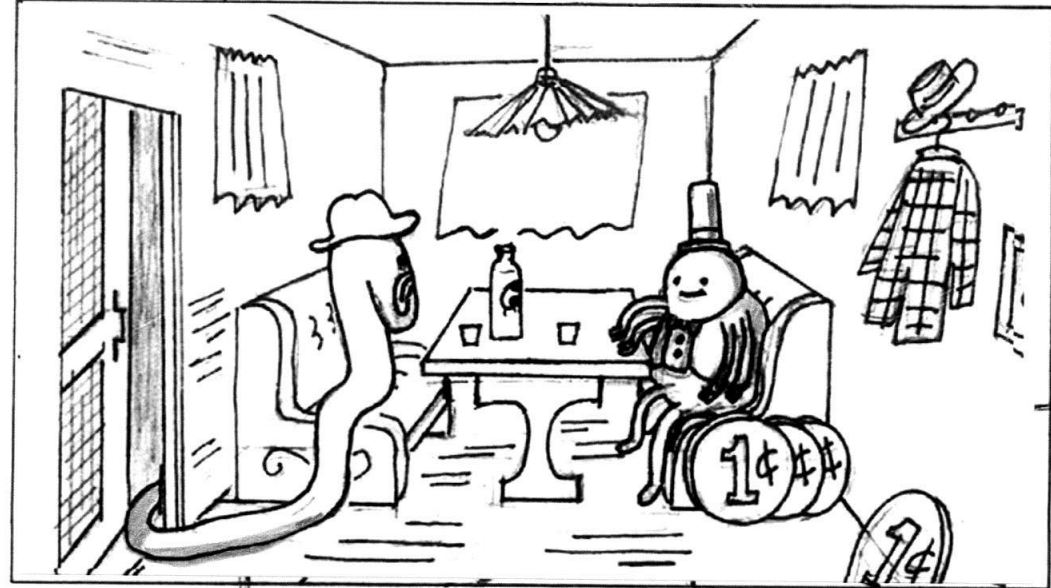


Sc. 112 *CONT*

Pnl. D

Bg.

day night



Dialog:

RINGMASTER: ROUTINE.

RINGMASTER: REAL GOOD...

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

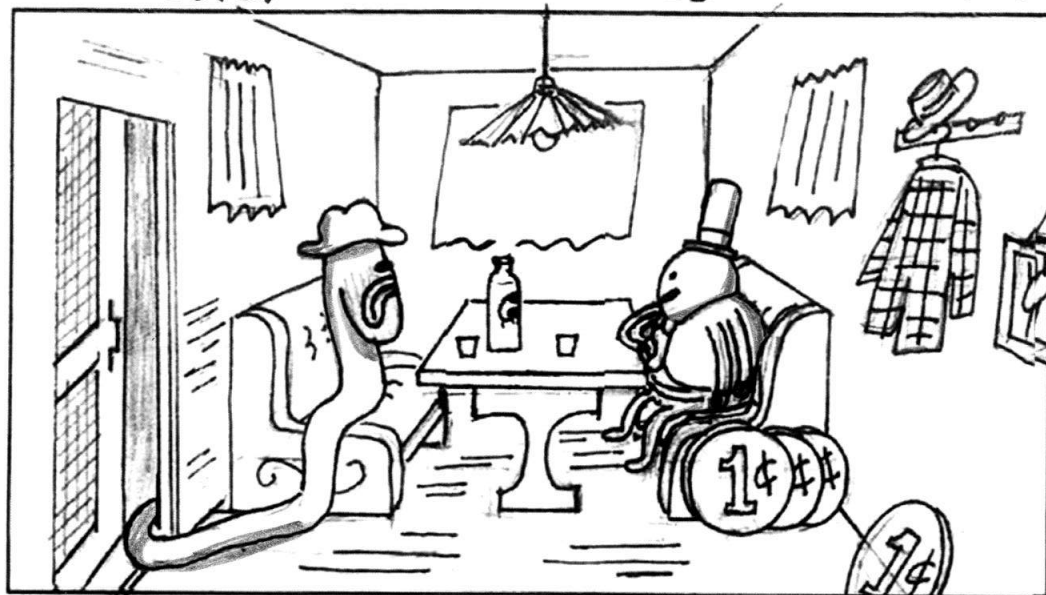


Page **293**

Sc. 112 *cont* Pnl. E

Bg.

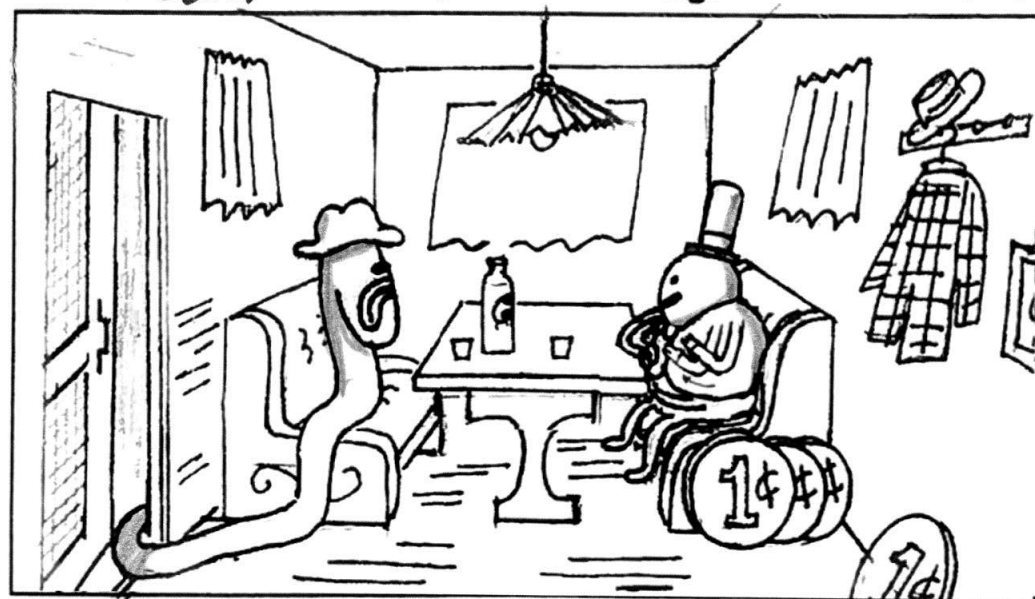
day night



Sc. 112 *cont* Pnl. F

Bg.

day night



Handwritten: Hu
Cut

EPISODE #

Dialog:

RINGMASTER: AW, DON'T GIVE ME THAT LOOK.

Action:

ON TABLE AGAIN. (LIKE SC. 112)

DEC 13 2015

Timing:

Production :

1025/162

1025/162

1025/162



ADVENTURE TIME

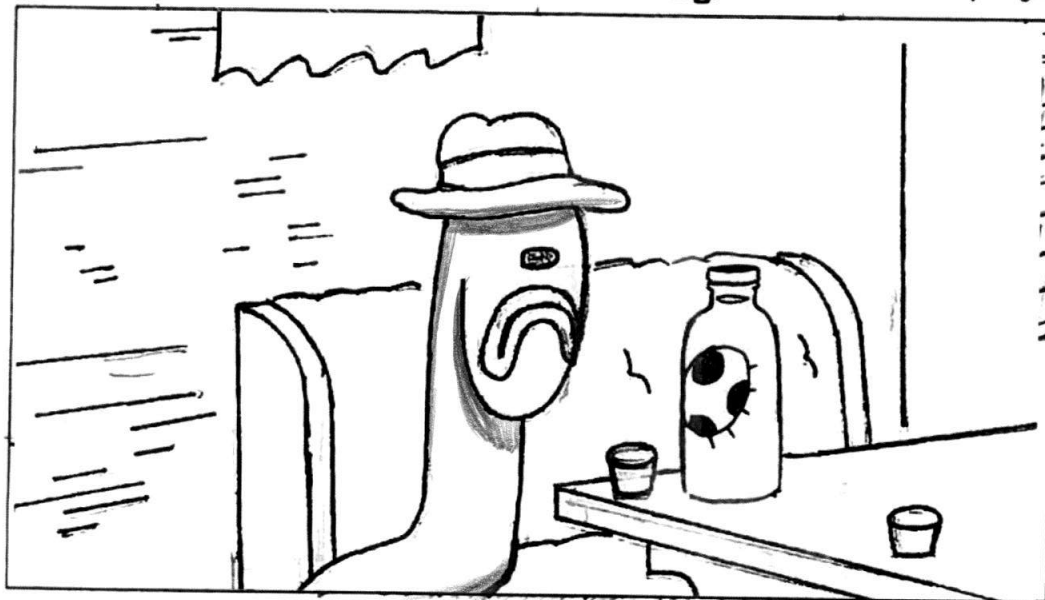
Page 294

Sc. 113

Pnl. A

Bg.

day night

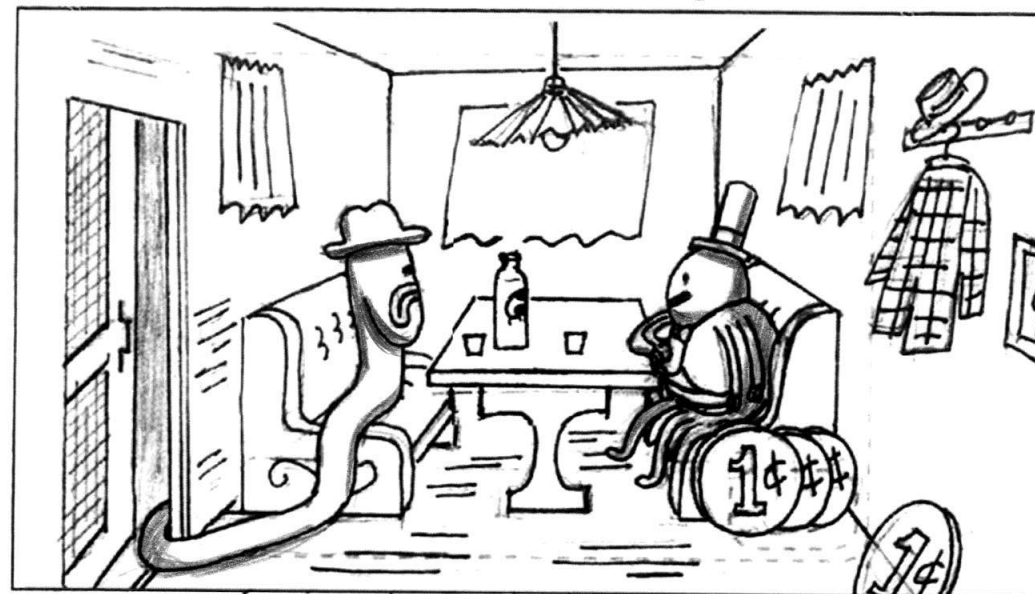


Sc. 114

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: I KNOW WE SAID WE WERE
(V.O.) GOING TO LET THE
CHIPMUNK GO

RINGMASTER: AT THE END OF
LAST SEASON,

Action:

CLOSE ON SERIOUS-LOOKING BWENOSE. (HOLD.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

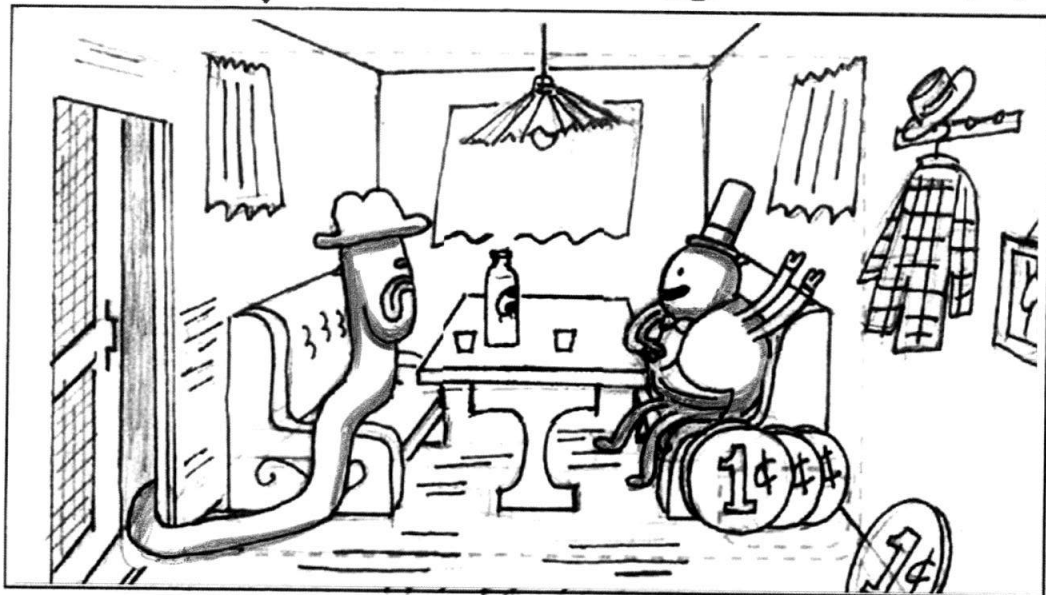
1025/162

ADVENTURE TIME

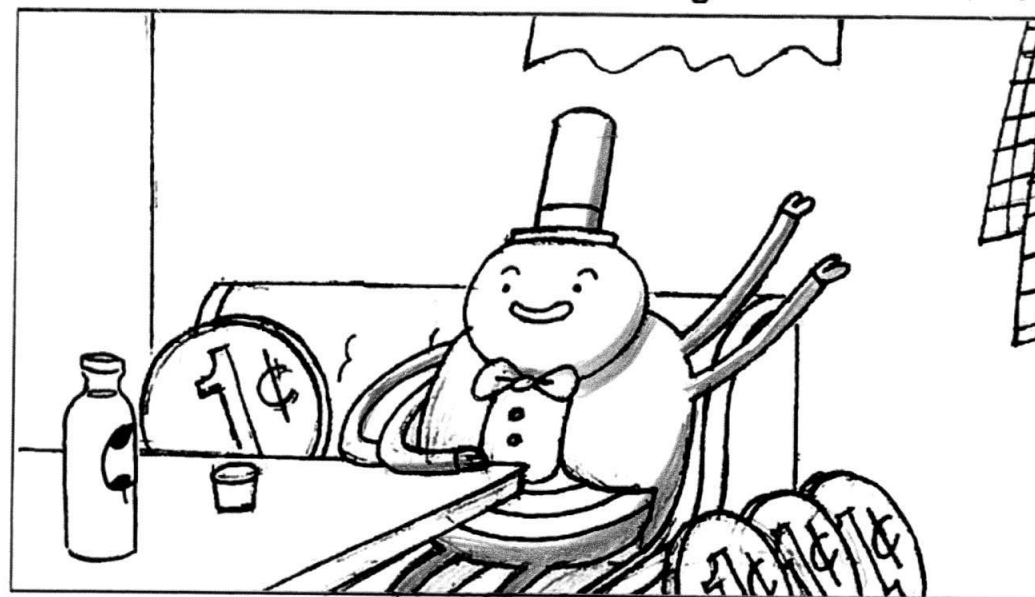


Page **295**

Sc. 114 *cont* Pnl. B Bg. day night



Sc. 115 Pnl. A Bg. day night



Dialog: RINGMASTER: BUT GORALINA IS OUR
BIG DRAW.

RINGMASTER: You

Action: BEWILDERED, POWERLESS POSE.

ON RINGMASTER, CAJOLING BLUE NOSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

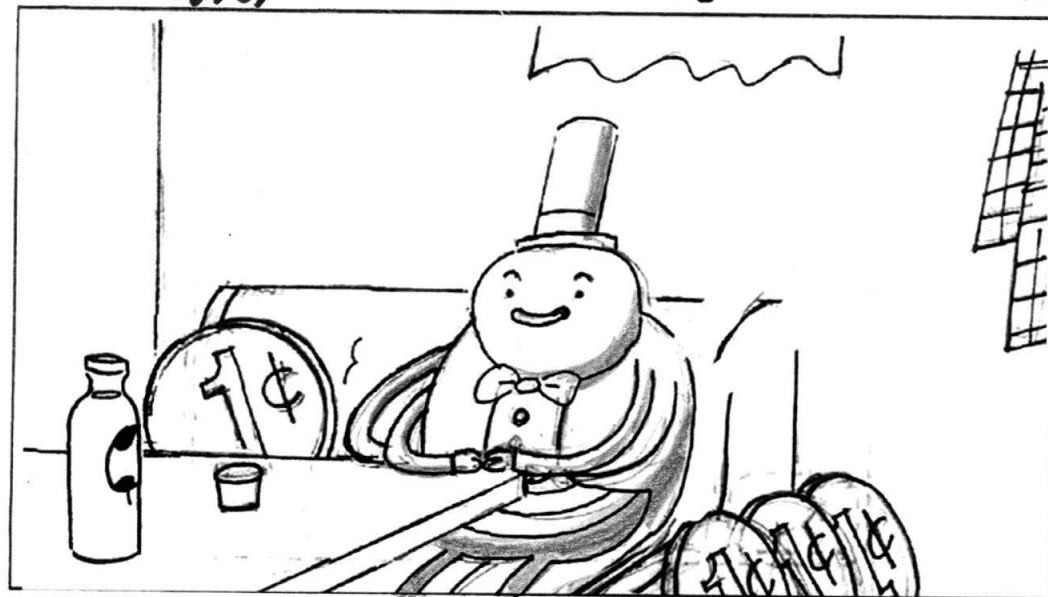


Page **296**

Sc. 115 *CONT* Pnl. B

Bg.

day night

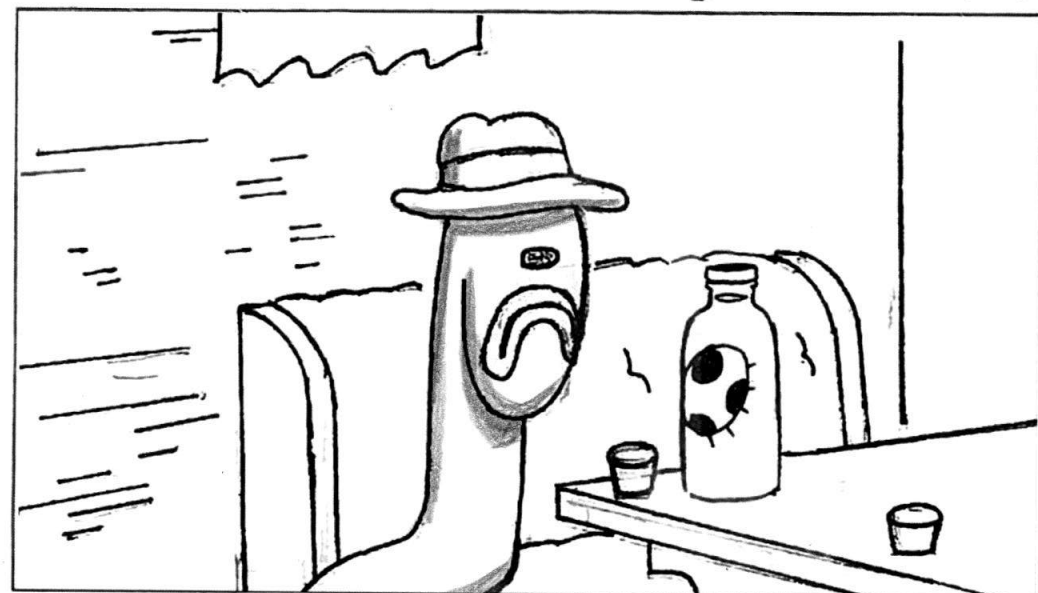


Sc. 116

Pnl. A

Bg.

day night



Dialog:

RINGMASTER: UNDERSTAND THAT.

Action:

ANOTHER SHOT OF SERIOUS-LOOKING
BLUE NOSE. (SAME SETUP AS SC. 113)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

cut

ADVENTURE TIME



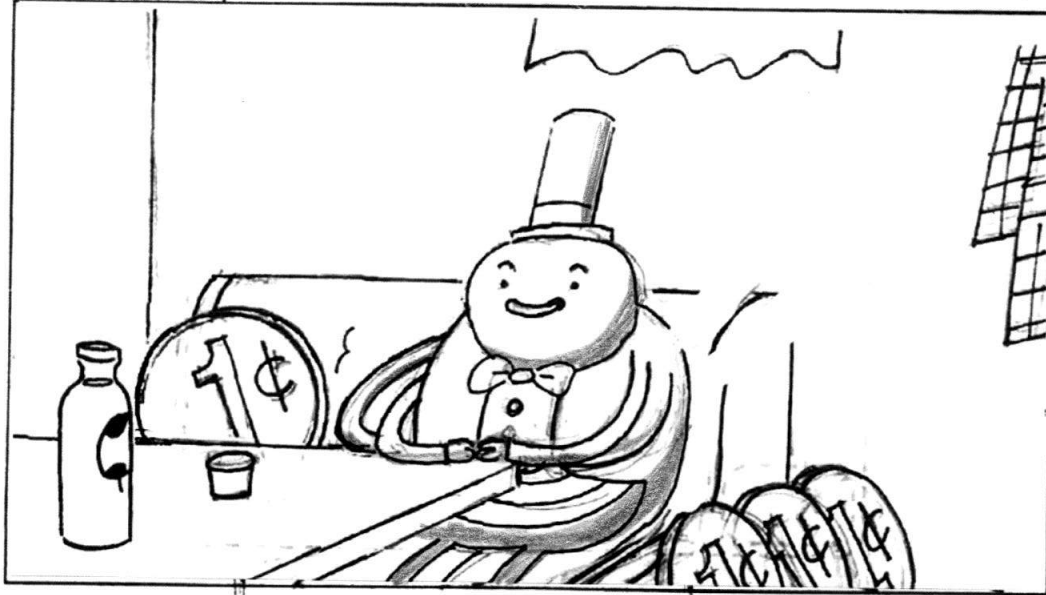
Page 297
297A NEXT
day night

Sc. 117

Pnl. A

Bg.

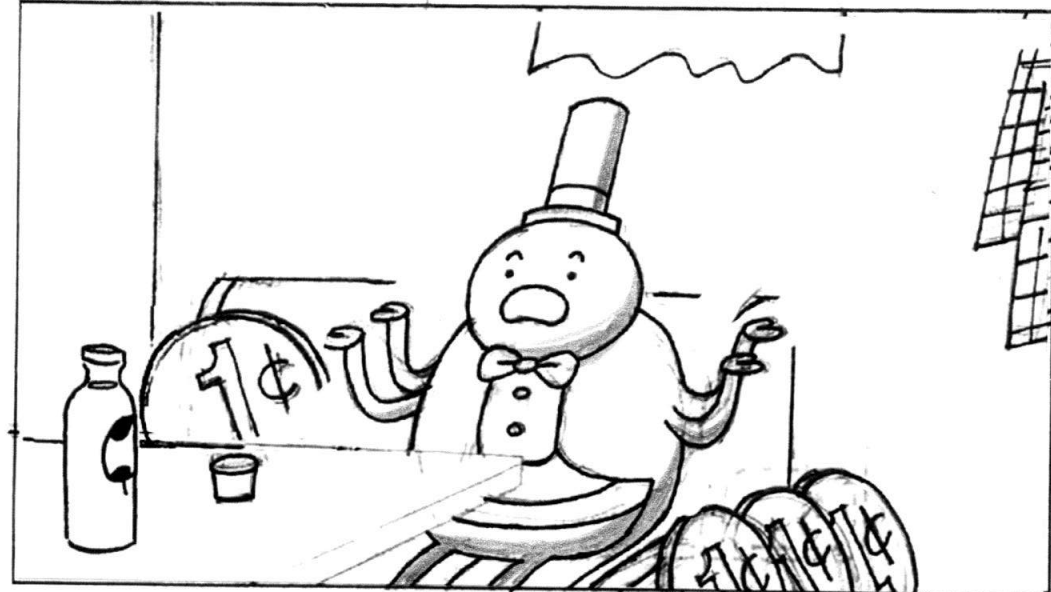
day night



Sc. 117 CONT

Pnl. B

Bg.



Dialog:

RINGMASTER: WE'RE BARELY BREAKING
EVEN HERE.

Action:

BEWILDERED, POWERLESS POSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Sc. 117 *CONT*

Pnl. C

Bg.

day night

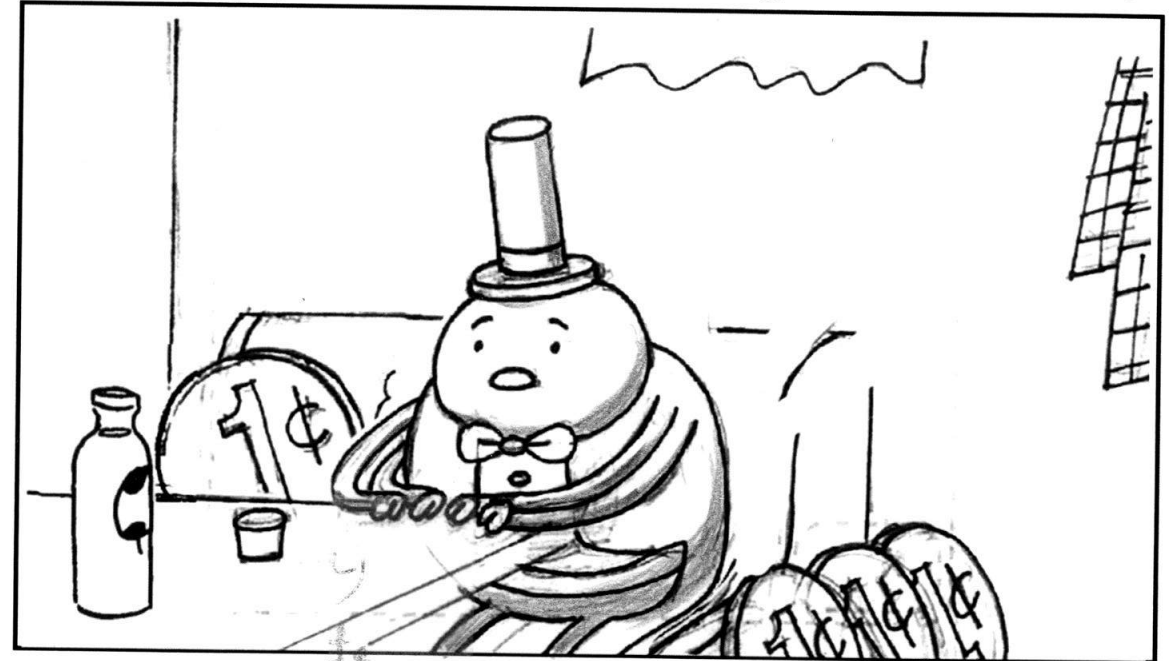
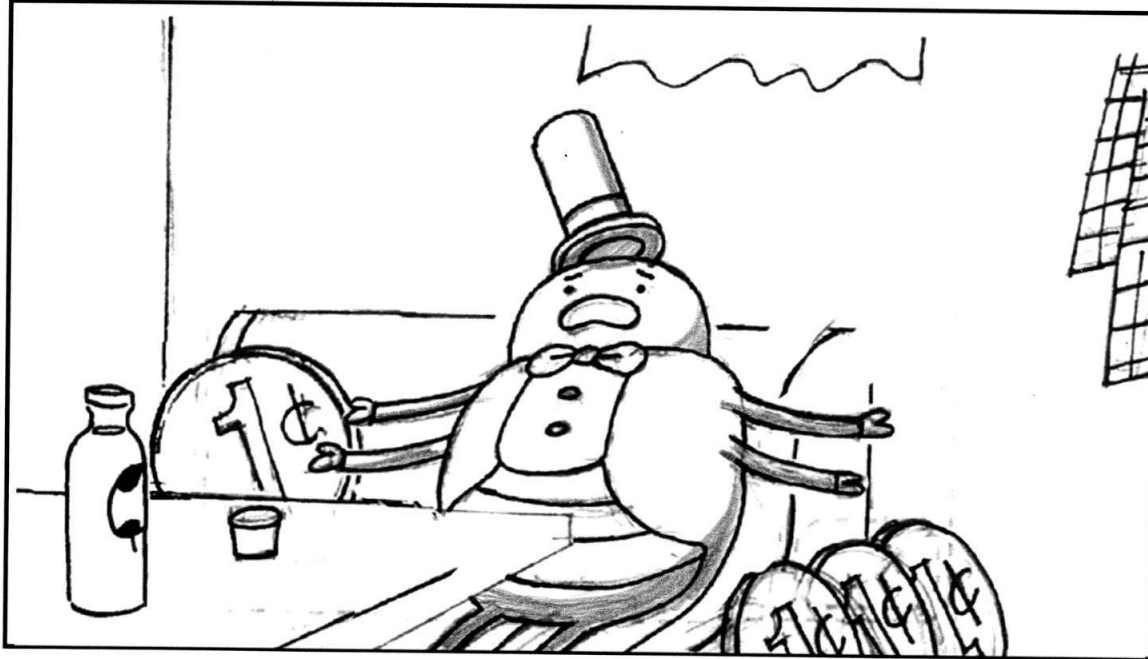
Sc. 117 *CONT*

Pnl. D

Bg.

Page 297A

297B NEXT
day night



Dialog:

RINGMASTER: WHAT DO YOU WANT FROM ME?

SFX: CLOP! (HAT HITTING WALL)

RINGMASTER: LOOK, THERE'S ANOTHER
SHOW IN AN HOUR.

Action:

MARTYRED POSE.

CONFIDENTIAL POSE.

Timing:

DEC 13 2013

EPISODE #

1025/162

Production:

1025/162

ADVENTURE TIME



Sc. 117 *CONT*

Pnl. E

Bg.

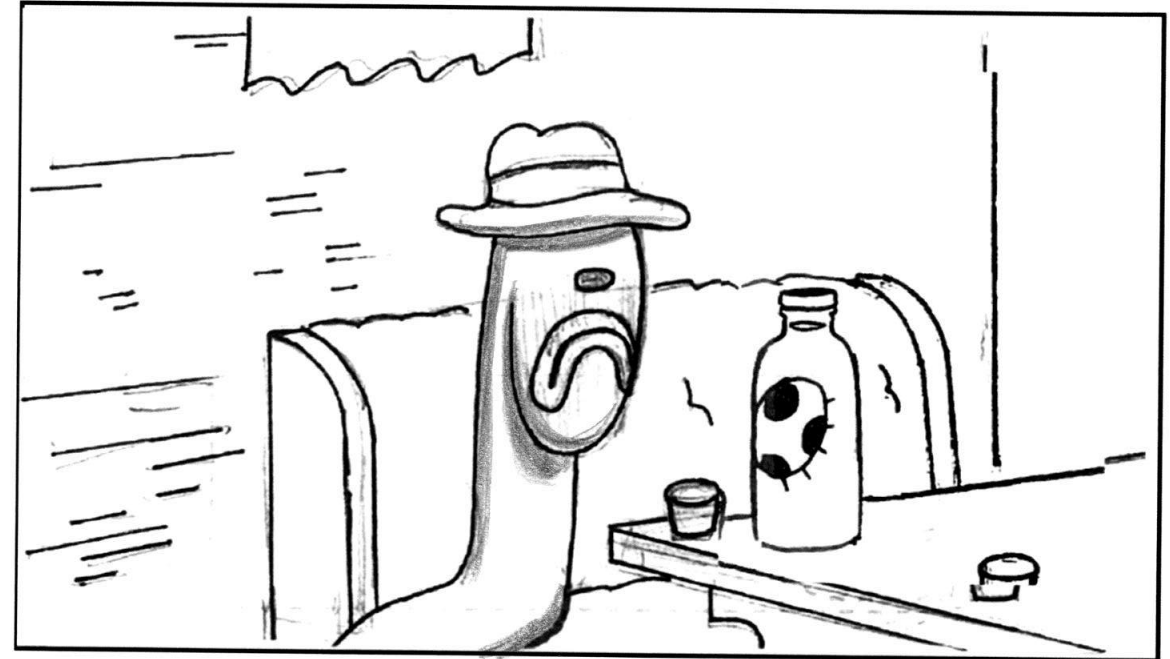
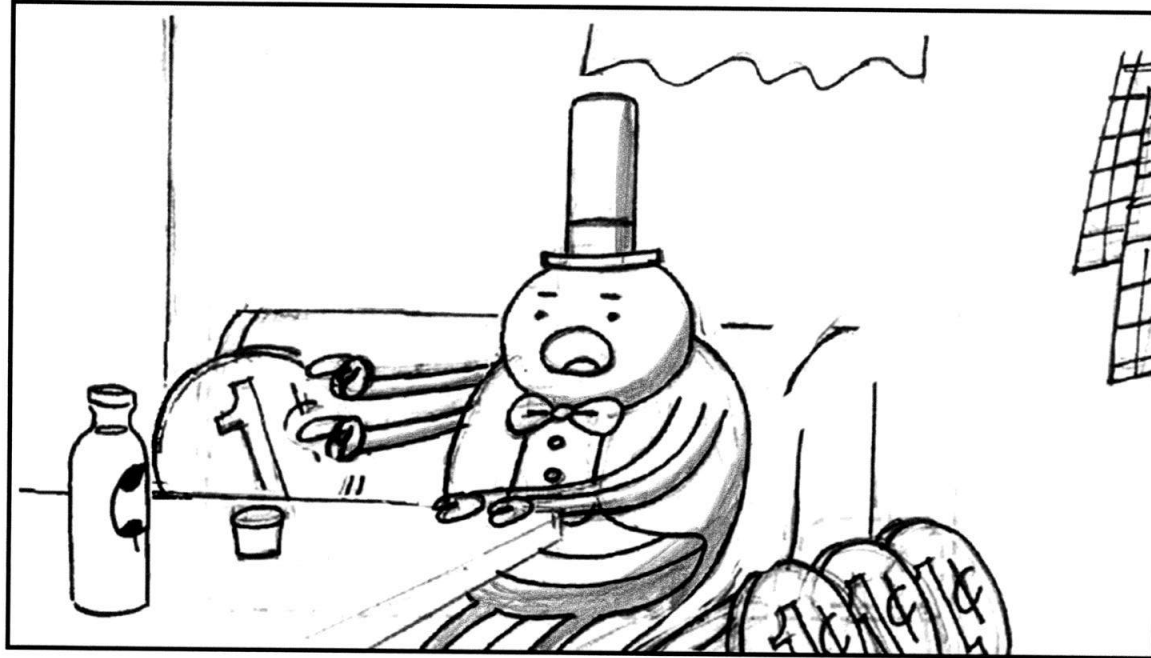
day night

Sc. 117A

Pnl. A

Bg.

Page 297B
297C NEXT
day night *cut*



Dialog:

RINGMASTER: YOU COME UP WITH

RINGMASTER: AN ACT THAT CAN RIVAL
(V.O.) GORALINA THEN WE CAN TALK...

Action:

BUSINESSLIKE POSE.

ANOTHER SHOT OF SERIOUS-LOOKING
BLUE NOSE. (SAME SETUP AS SC. 113)

DEC 13 2013

Timing:

EPISODE #

1025/162

Production:

1025/162

ADVENTURE TIME



Page 297C

Sc. 117B

Pnl. A

Bg.

day night

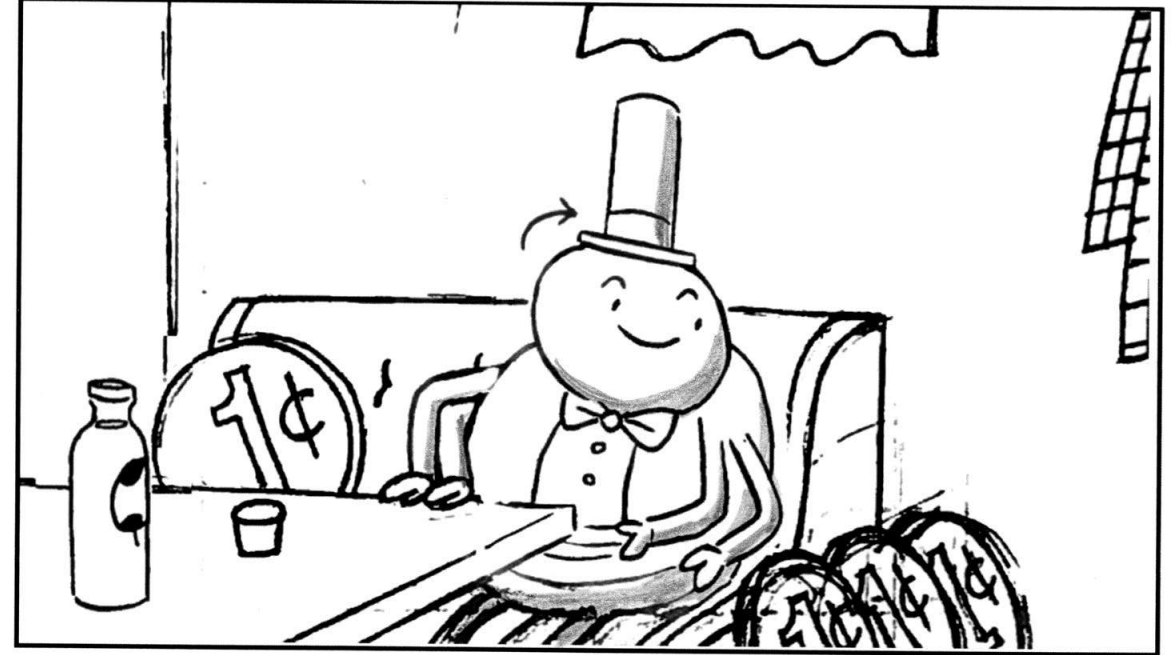
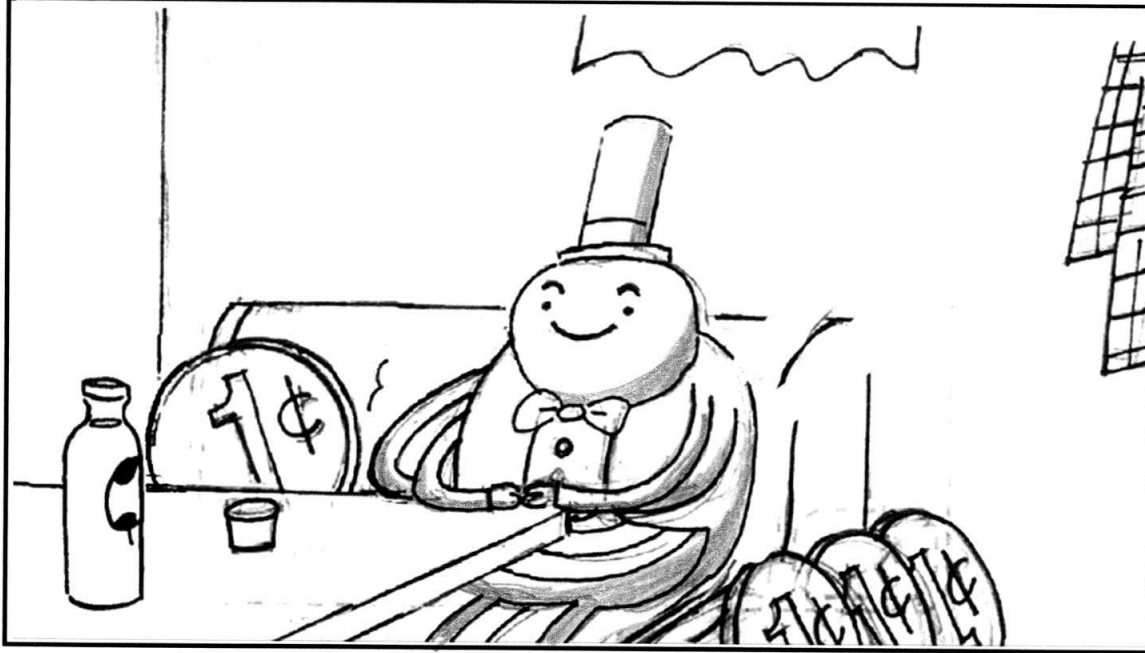
Sc. 117B

CONT

Pnl. B

Bg.

298 NEXT
day night



Dialog:

Action: RINGMASTER IN FRIENDLY POSE.

Timing:

DEC 13 2013

EPISODE #
1025/162

Production:

1025/162

1025/162

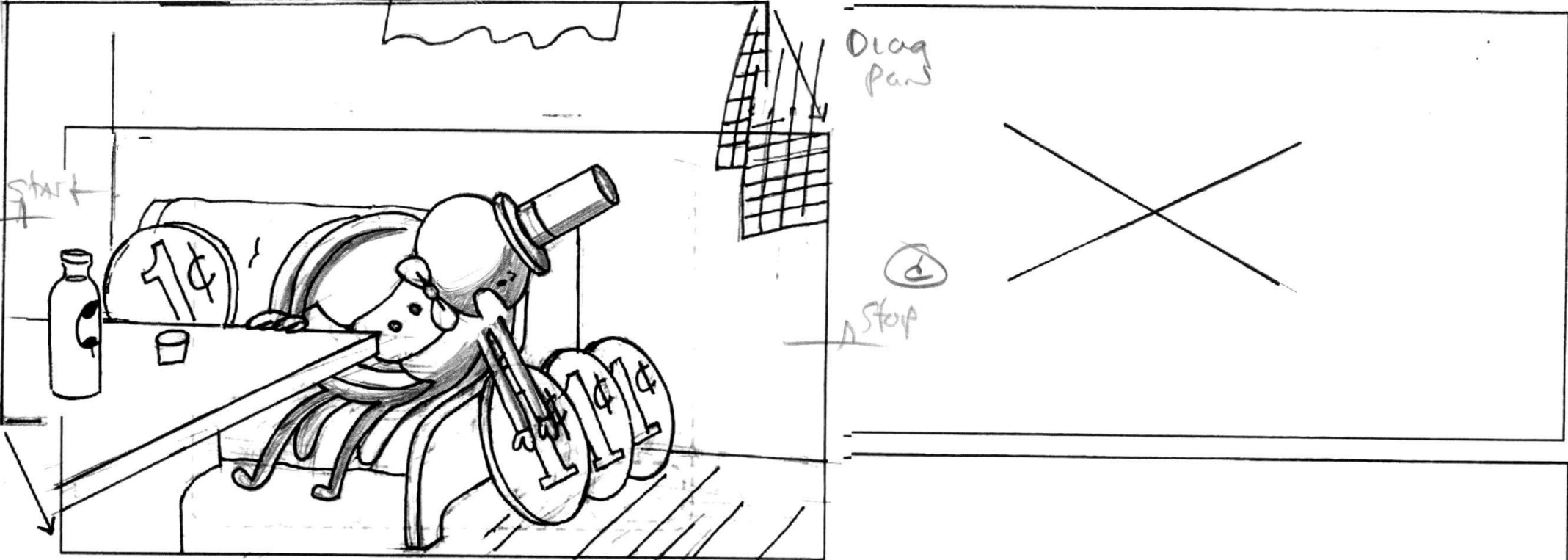
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ADVENTURE TIME



Sc. 117B *CONT* *C* Bg.

day night



RINGMASTER: BUT LOOK WHAT SHE GOT US

Action: LAST NIGHT.

- RINGMASTER LEANS DOWN TO THREE OF HIS PRIZED PENNIES
- PAN W. ACTION

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

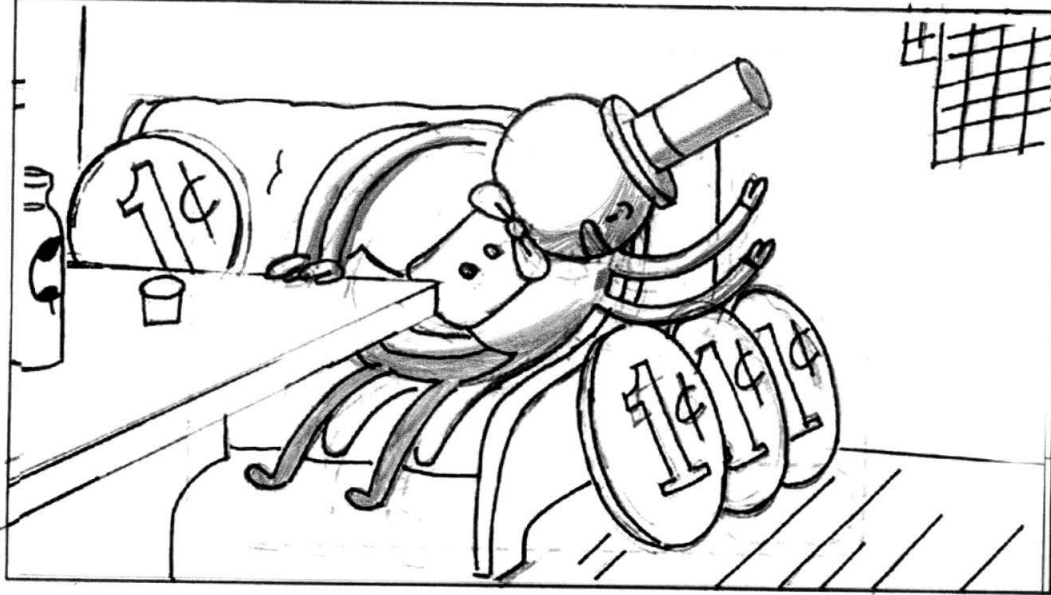


Page 299

Sc. 117B *cont* Pnl. D

Bg.

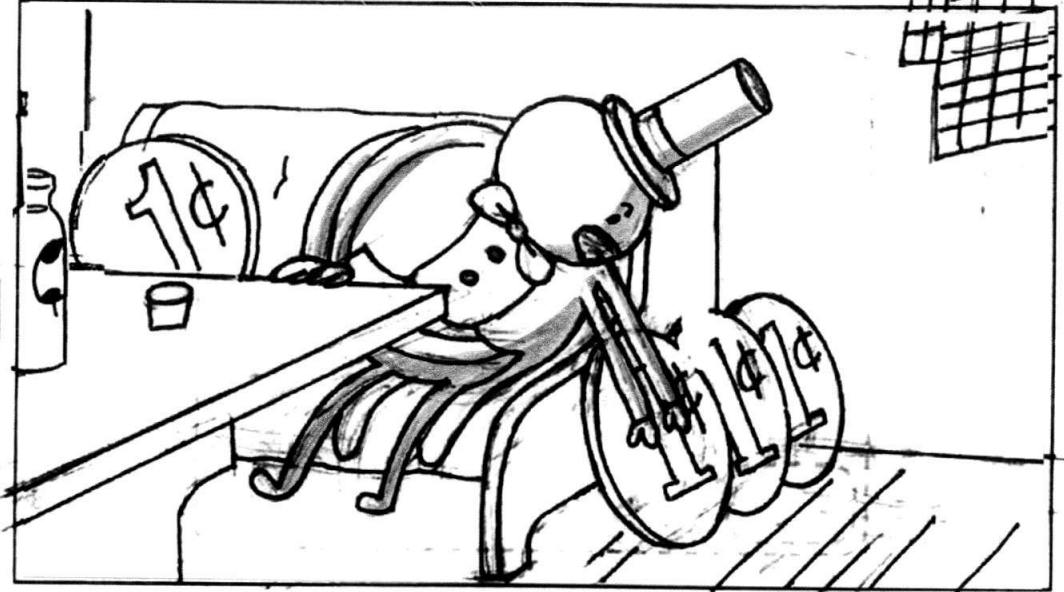
day night



Sc. 117B *cont* Pnl. E

Ba.

day night



Dialog: RINGMASTER: THREE

RINGMASTER: WHOLE

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



He Cut

Page 300
~~NO PG~~ 301
 day night

Sc. 117B *UNT* Pnl. F

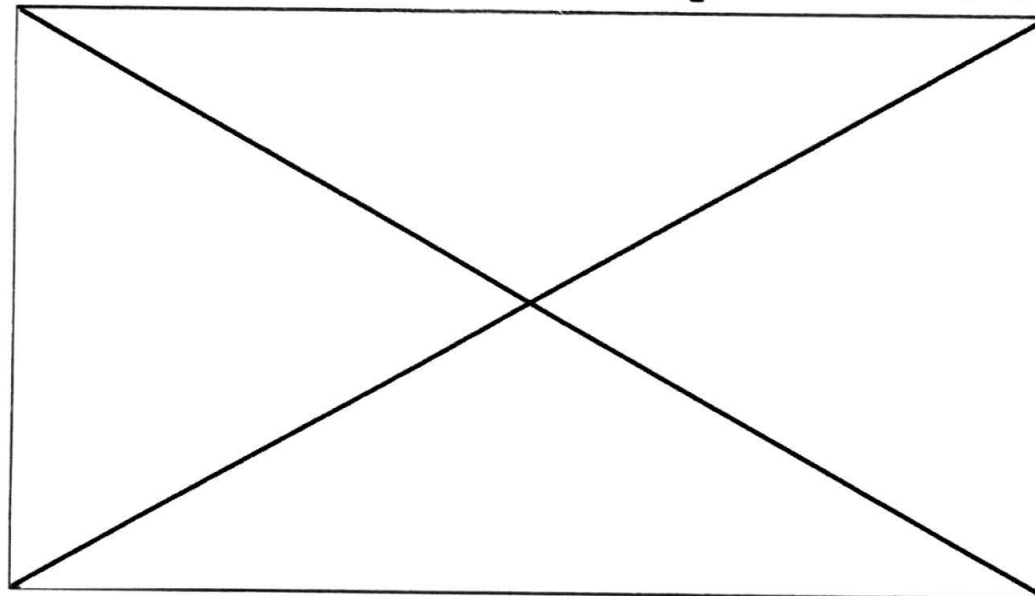
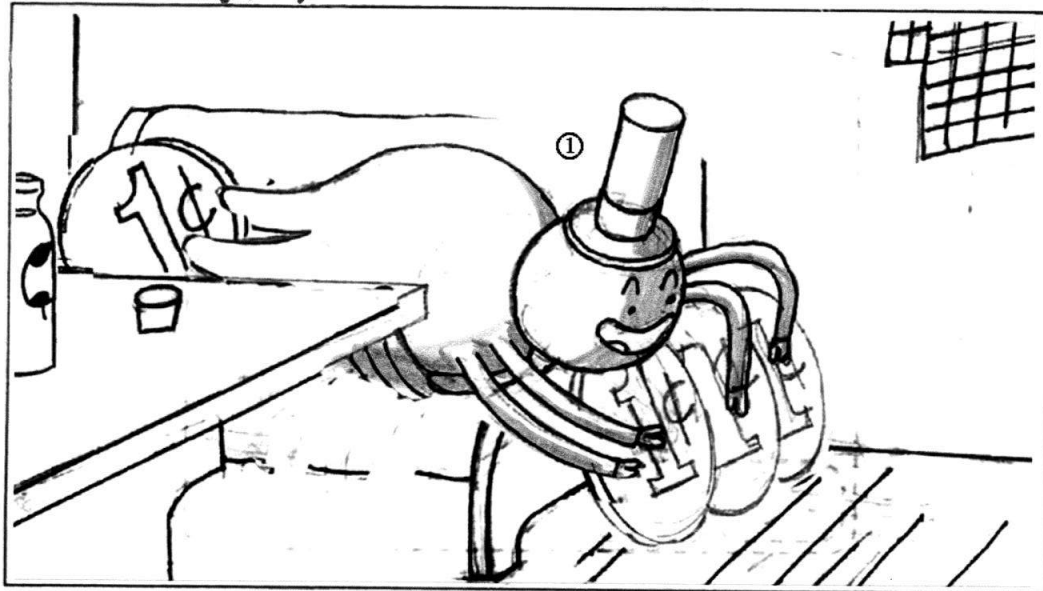
Bg.

day night

Sc.

Pnl.

Bg.

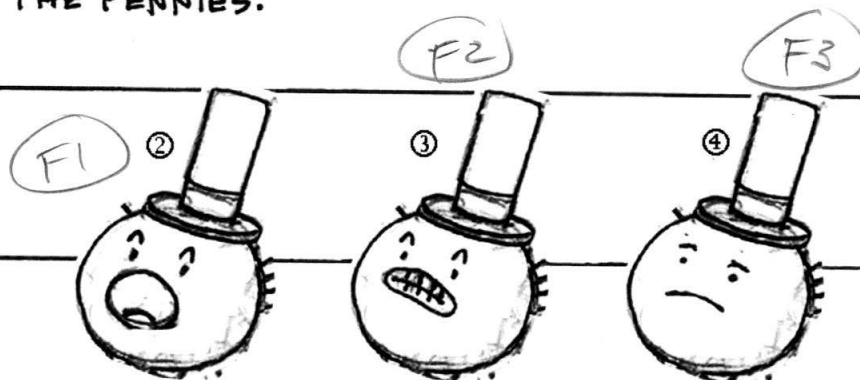


Dialog: RINGMASTER: PENNIES. THINK YOU CAN MAKE ME
 THIS KIND OF CASH?

Action: RINGMASTER LOSES HIS CALM SELF-CONTROL,
 ADMIRING THE PENNIES.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

Ho
cut

ADVENTURE TIME



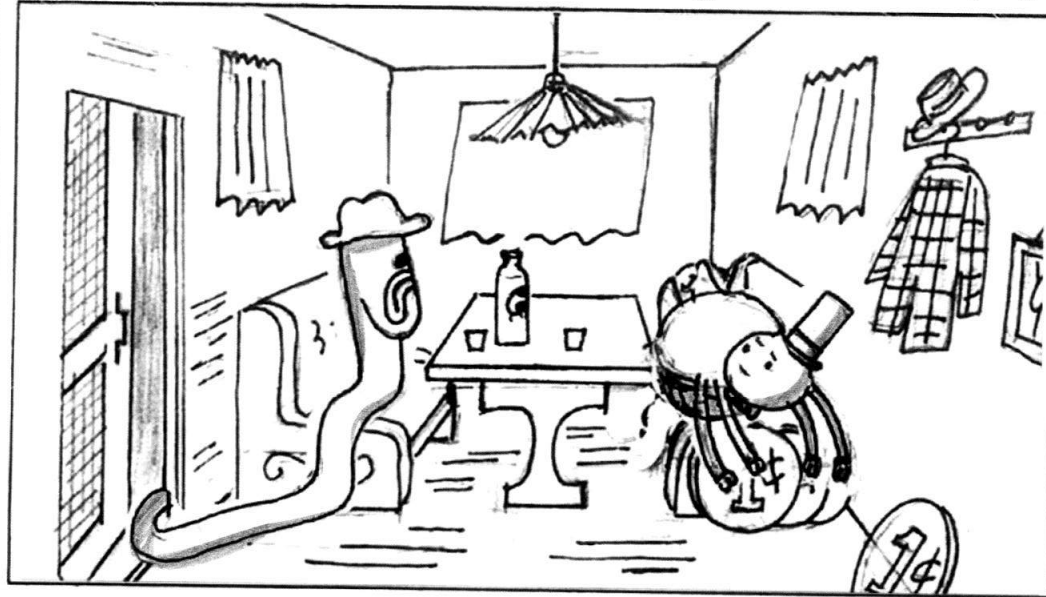
Page **302**

Sc. 118

Pnl. A

Bg.

day night

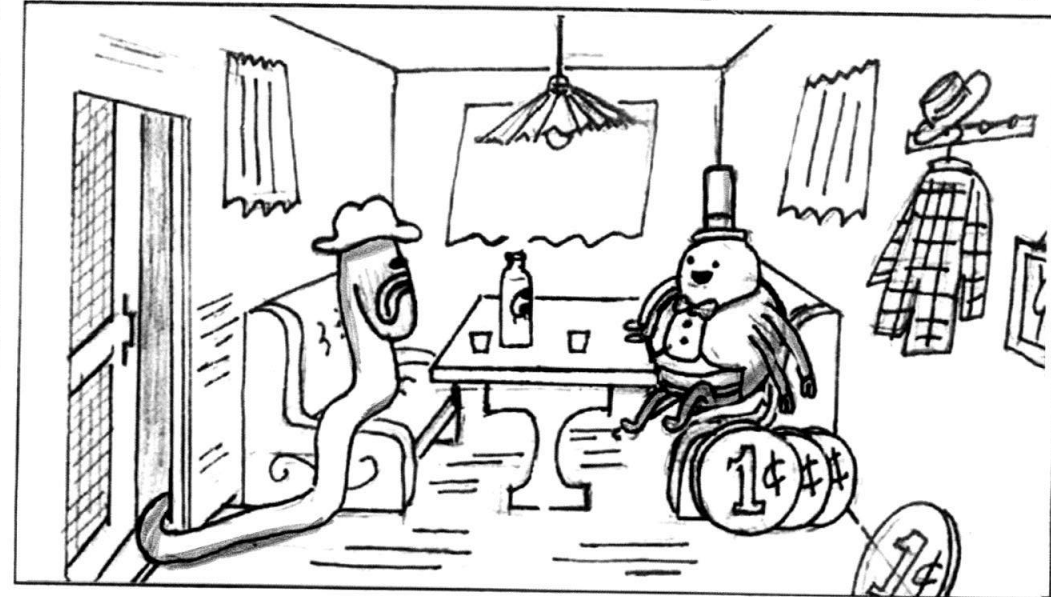


Sc. 118 *CONT*

Pnl. B

Bg.

day night



Dialog:

RINGMASTER: YOU DO THAT, I WON'T NEED

Action: ON TABLE (LIKE SC. 112)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

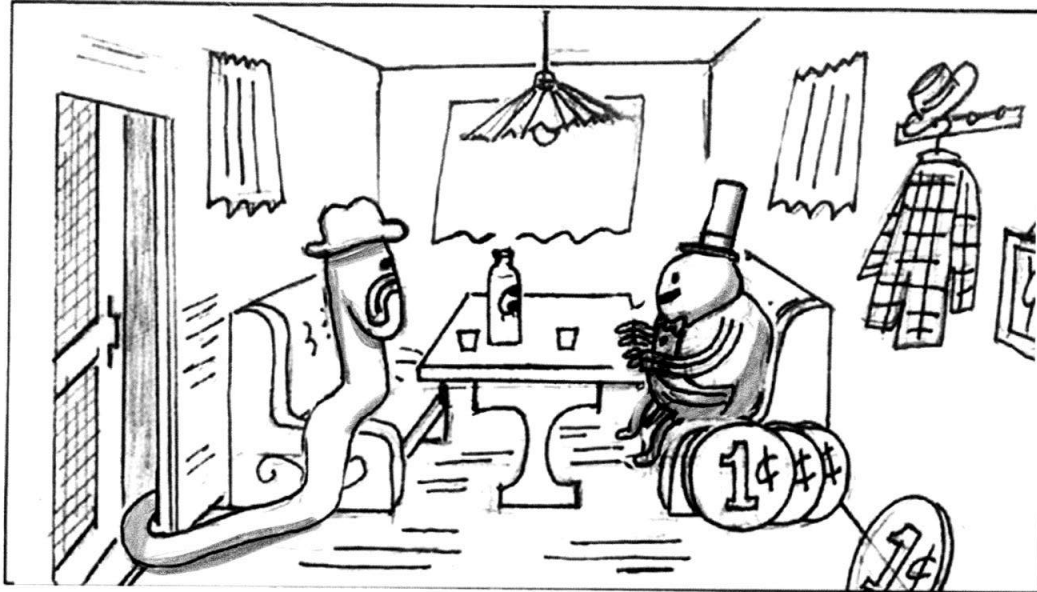


Page **303**
303A NEXT
 day night

Sc. 118 *CONT* Pnl. C

Bg.

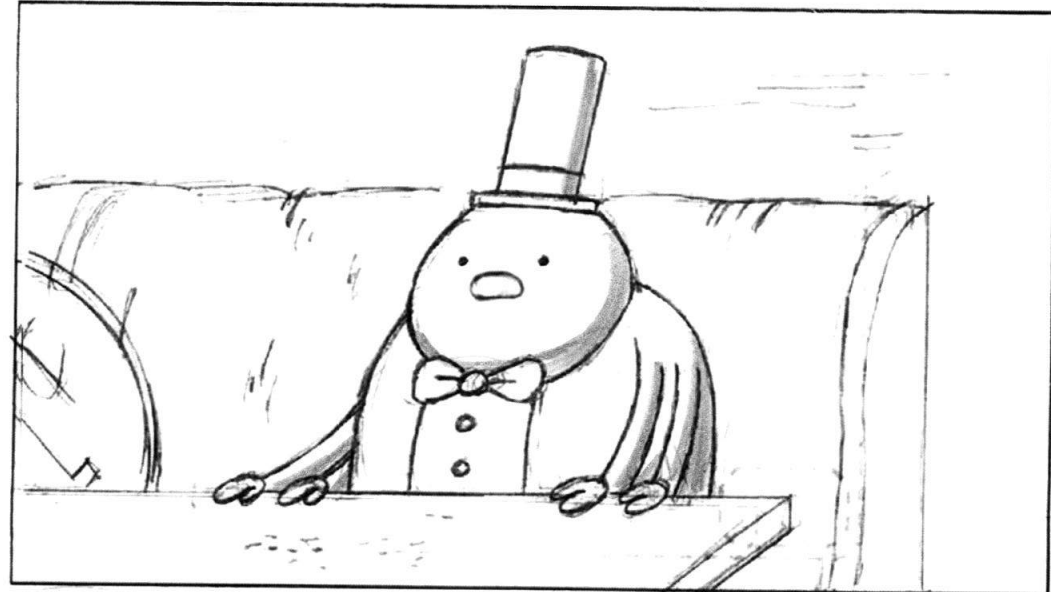
day night



Sc. 119

Pnl. A

Bg.



Dialog: RINGMASTER: THE CHIPMUNK ANYMORE.
 I'LL LET HER GO,

RINGMASTER: JUST

Action:

- ON RINGMASTER (A BIT CLOSER THAN
 SC 115 / SC 117)
 - FRIENDLY EXPRESSION.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 303A

304 NEXT
day night

Sc. 119

CONT

Pnl. B

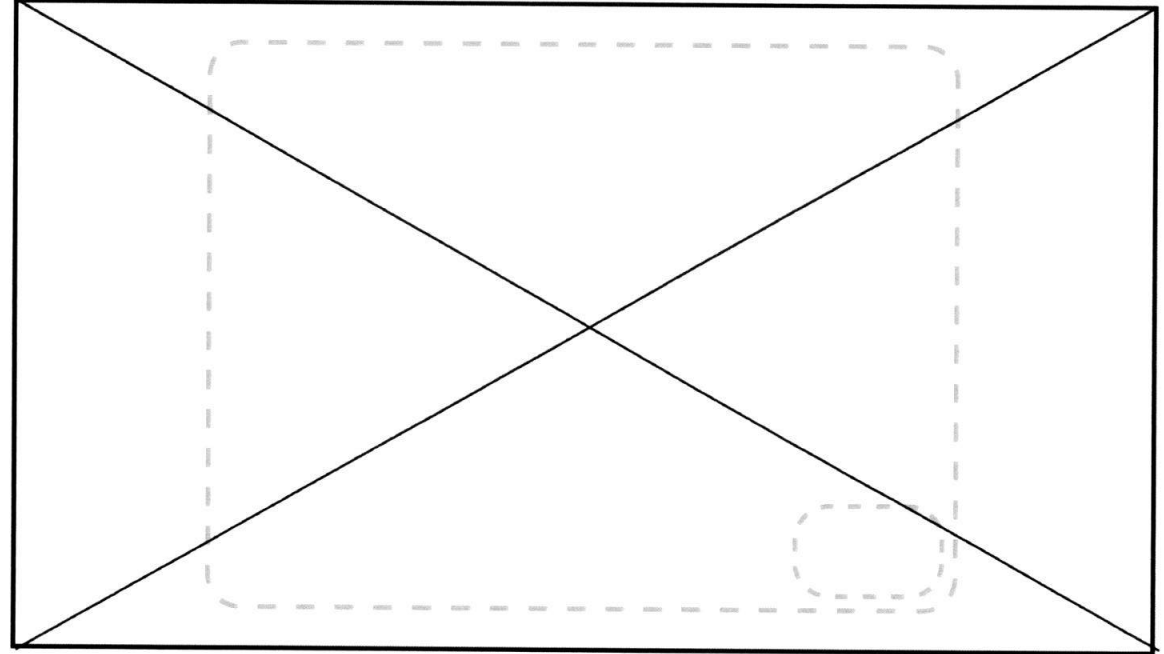
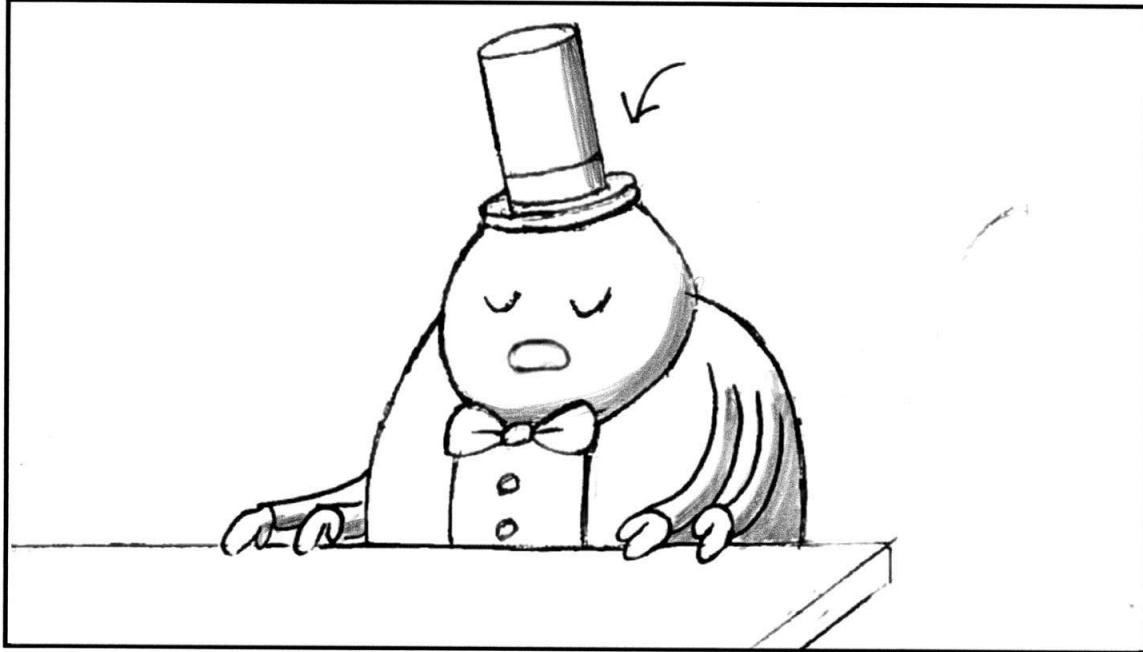
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

RINGMASTER: LIKE

Action:

Timing:

DEC 13 2013

EPISODE #

1025/162

Production:

1025/162

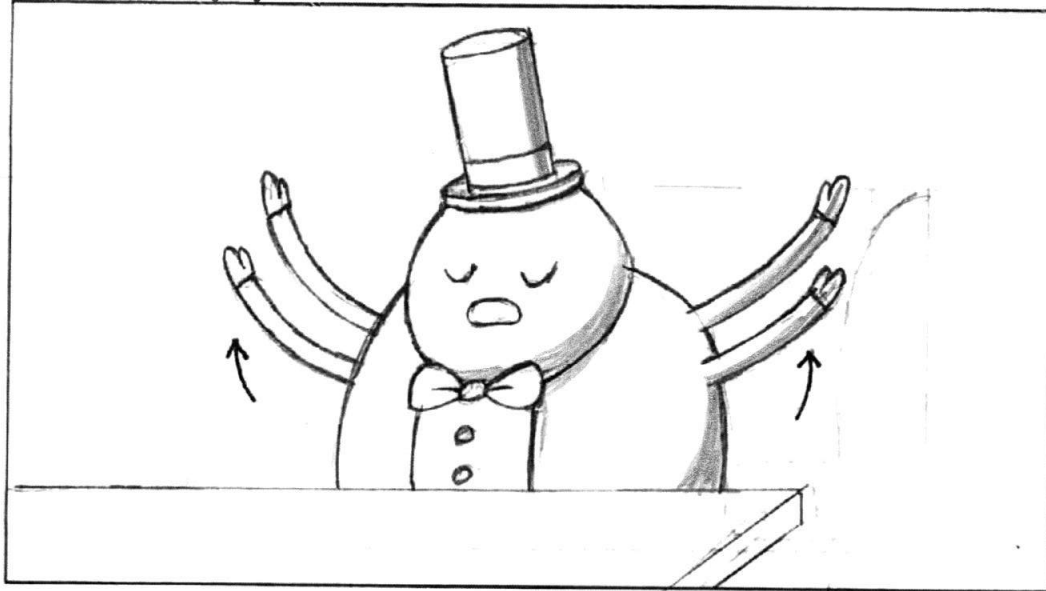
ADVENTURE TIME



Page **304**

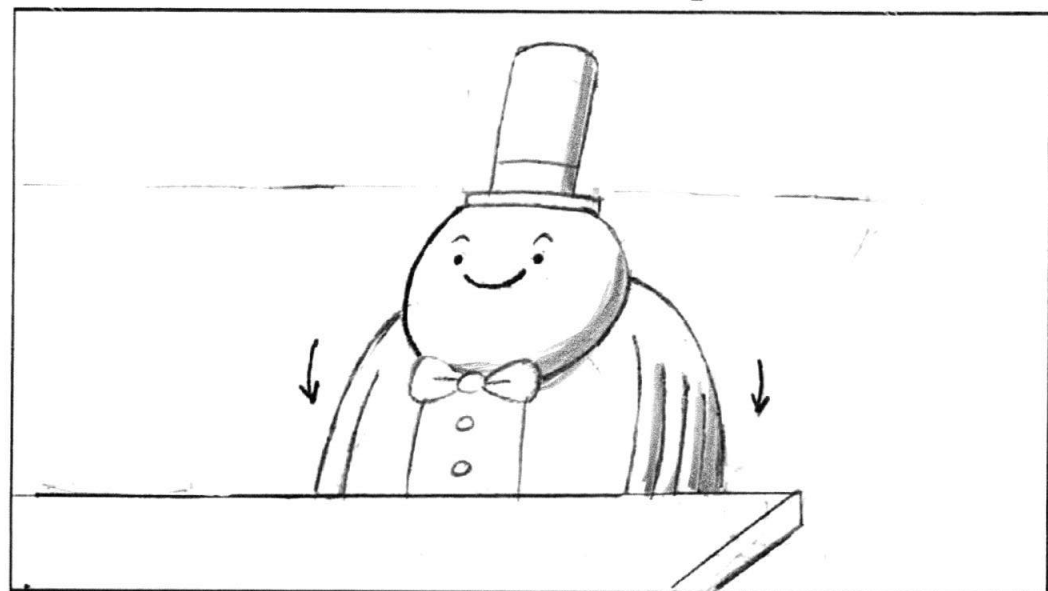
Sc. 119 *CONT* Pnl. C Bg.

day night



Sc. 119 *CONT* Pnl. D Bg.

day night



Dialog:

RINGMASTER: I PROMISED.

Action:

TRUSTWORTHY EXPRESSION AND GESTURE.
"NOTHING TO HIDE."

HOLD. FRIENDLY EXPRESSION.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

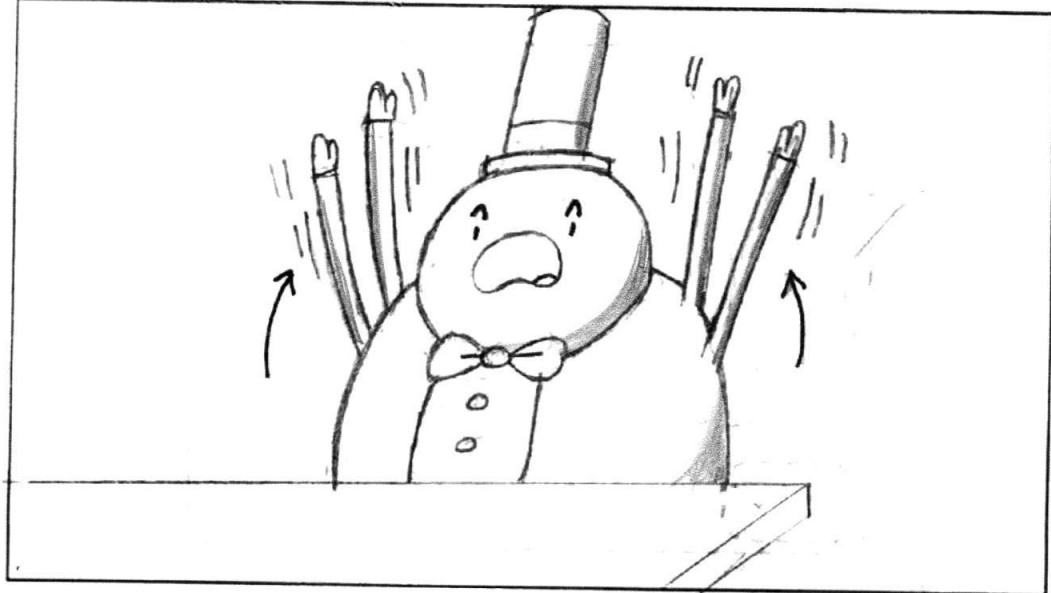
1025/162

ADVENTURE TIME

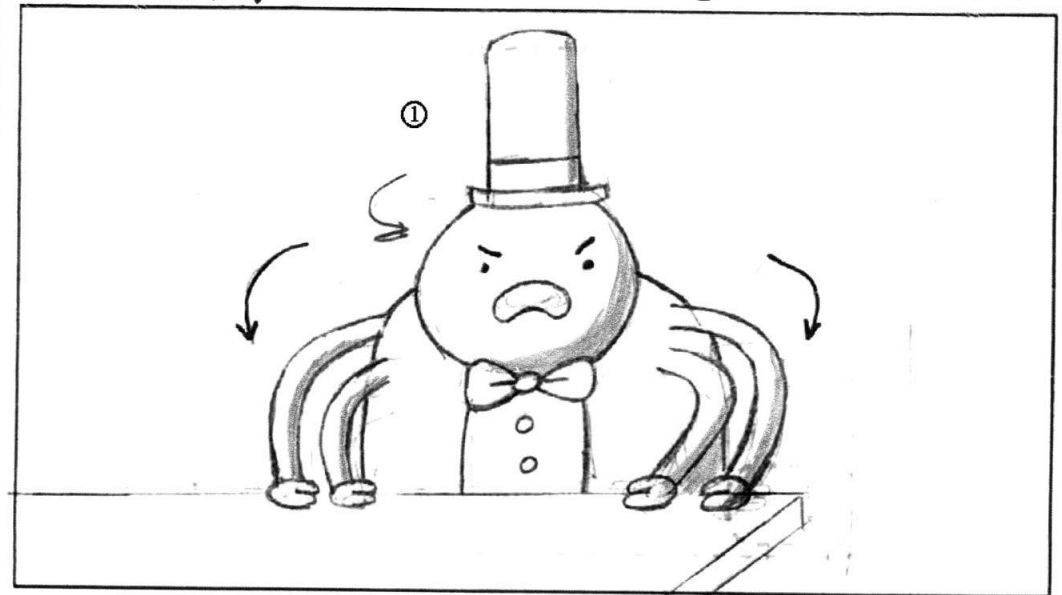


Page **305**

Sc. 119 *CONT* Pnl. E Bg. day night



Sc. 119 *CONT* Pnl. F Bg. day night



EPISODE #

Dialog: RINGMASTER: BUT YOU'RE GOING TO HAVE TO
LOSE THE FANCY-SCHMANCY
STUFF

RINGMASTER: AND GIVE THE PEOPLE

SFX: *SLAM*

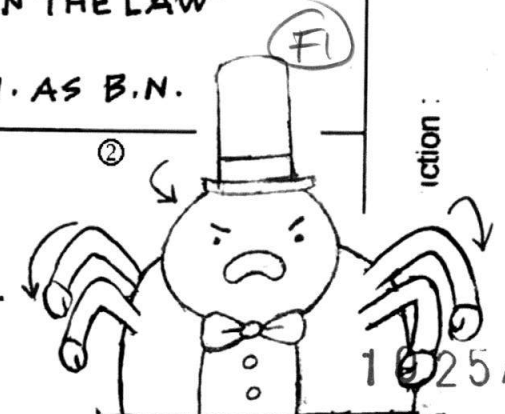
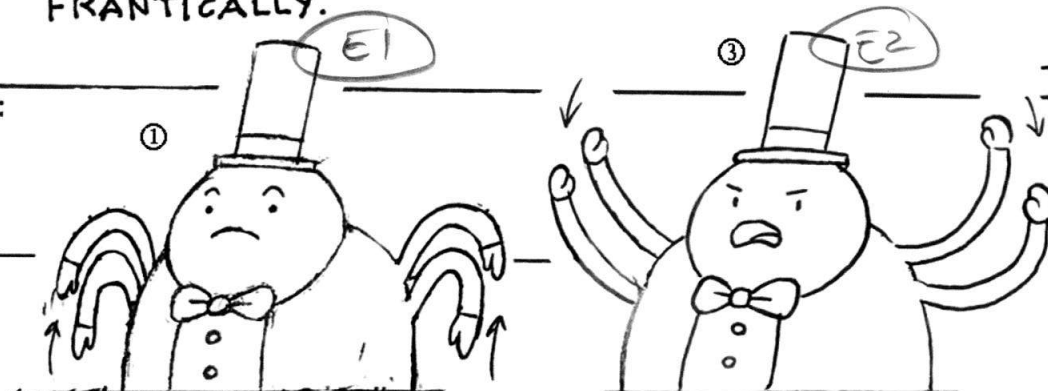
DEC 13 2013

Action: RINGMASTER WAVES HIS ARMS AROUND
FRANTICALLY.

- RINGMASTER INTO 'LAYING DOWN THE LAW'
EXPRESSION AND POSE.

- RINGMASTER'S EYES TRACK B.N. AS B.N.
EXITS THE TRAILER

Timing:



action:

1025/162

1025/162

1025/162

ADVENTURE TIME



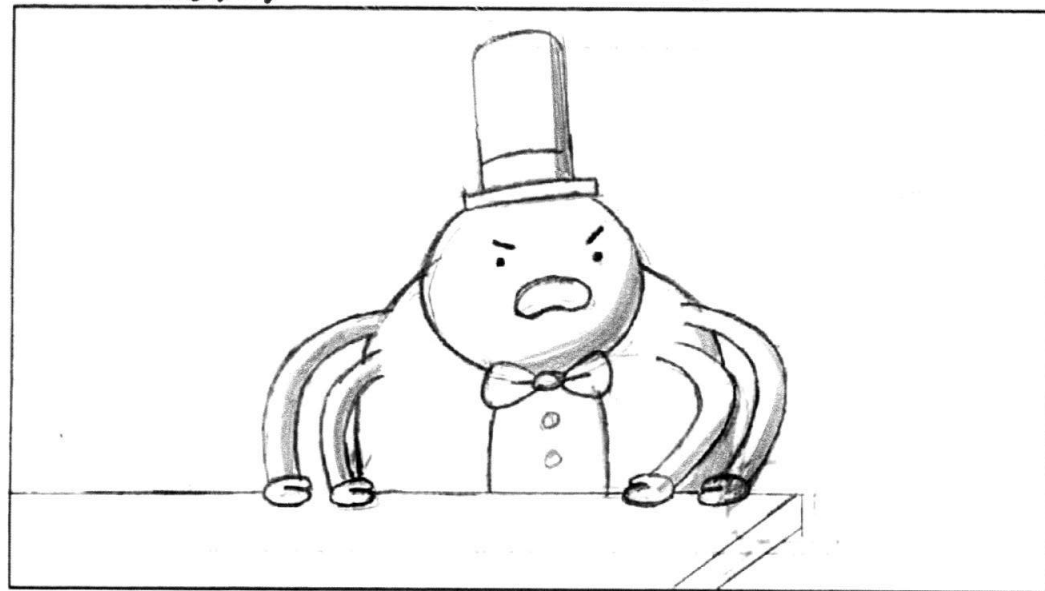
Page **306**

cut

Sc. 119 *CONT* Pnl. G

Bg.

day night



Sc. 119 *CONT* Pnl. H

Bg.

day night



EPISODE #

1025/162

Dialog: RINGMASTER: WHAT THEY WANT,

RINGMASTER: GET IT?

SFX: SCREEN DOOR CLOSING

Action: CONT RINGMASTER'S EYES TRACKING B.N.

CONT RINGMASTER'S EYES TRACKING B.N.
(UNTIL B.N. REACHES THE SCREEN DOOR).

DEC 13 2013

Timing:

Production :

1025/162

1025/162

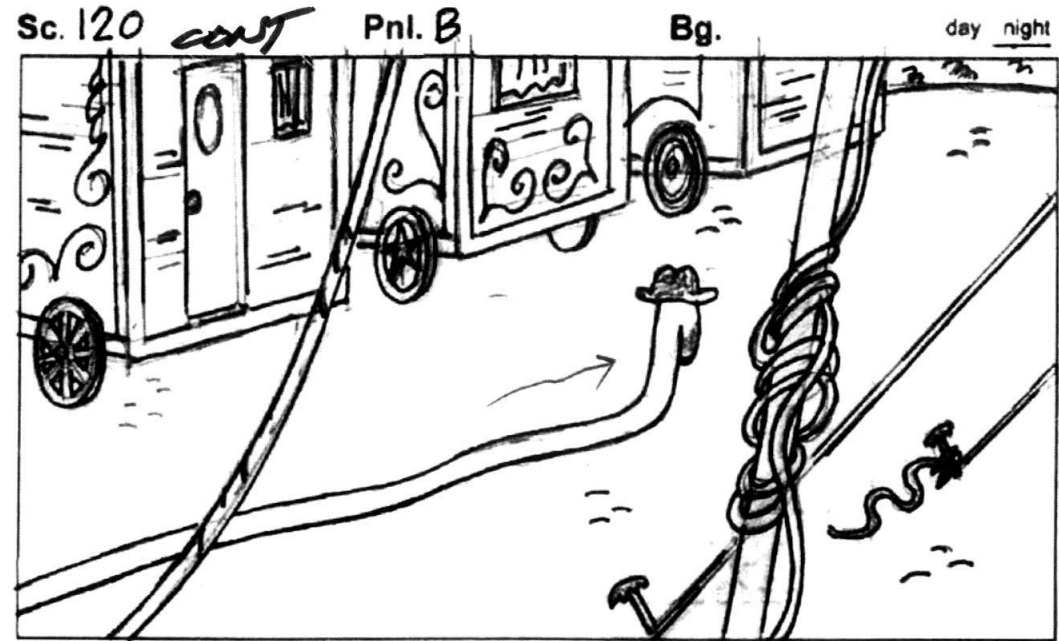
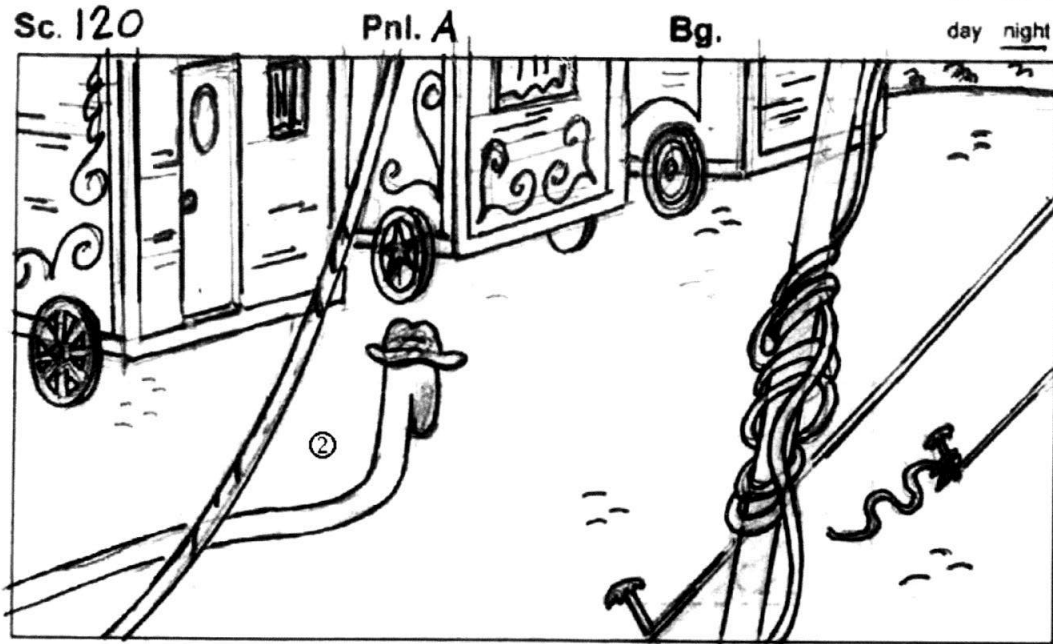
Cut

ADVENTURE TIME



Page 307

Cut

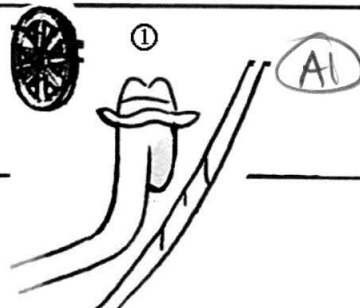


Dialog:

Action: WIDE ON B.N. WALKING PAST CIRCUS TRAILERS.
NORMAL, PLODDING SPEED.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

Cut

ADVENTURE TIME



Page 308

Sc. 121

Pnl. A

Bg.

day night



Sc. 121 CONT Pnl. B

Bg.

day night



Dialog:

Action: - WIDE ON GORALINA'S PRISON-LIKE TRAILER.
- GORALINA'S SHAPE CAN BE SEEN INSIDE, IN SHADOW.
- BLUE NOSE APPROACHES. PLODDING SPEED.

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

ADVENTURE TIME



Page 309

Sc. 121 *CONST* Pnl. C Bg. day night



Sc. 122 Pnl. A Bg. day night



Dialog:	
Action:	CLOSE ON GORALINA'S TRAILER.
Timing:	DEC 13 2013

1025-162
EPISODE #
Production :

1025/162

ADVENTURE TIME



Page **310**

Sc. 122 *cont* Pnl. B

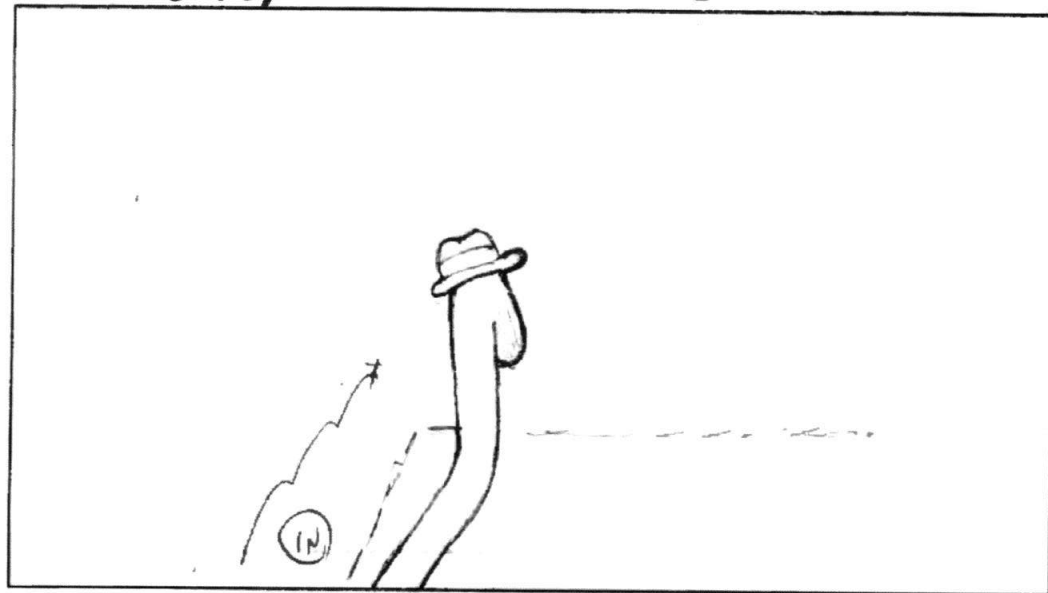
Bg.

day night

Sc. 122 *cont* Pnl. C

Bg.

day night



Dialog:

Action:

BLUE NOSE WALKS UP THE RAMP.

- BLUE NOSE LOOKS AT SIGN.

- TRUCK IN, TO SHOW THE SIGN.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 311

Sc. 122 CONT Pnl. D

Bg.

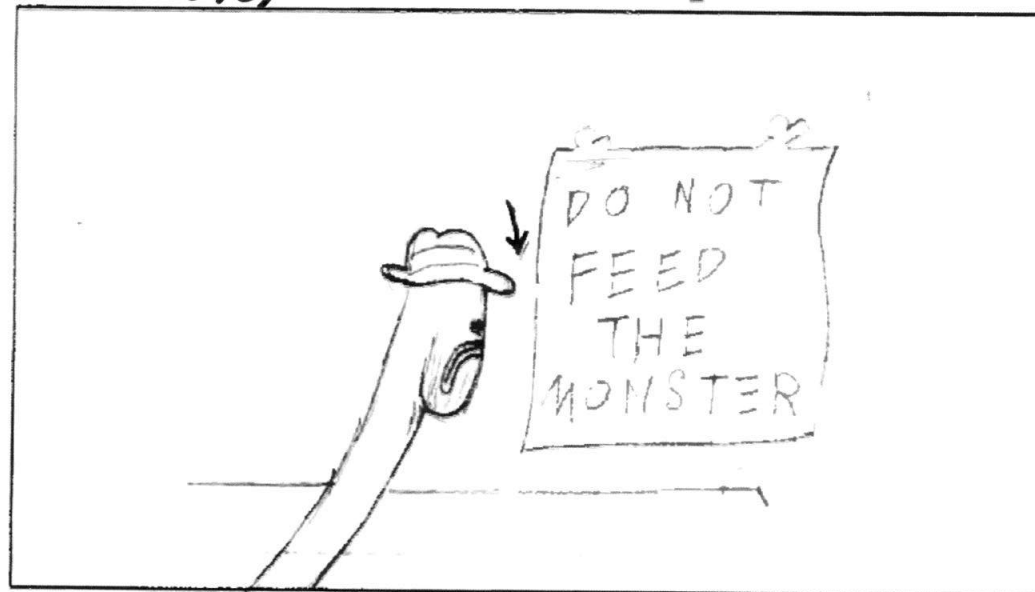
day night



Sc. 122 CONT Pnl. E

Bg.

day night



Dialog:

Action:

BLUE NOSE LOOKS DOWN (READING THE SIGN).

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME



140
Cut

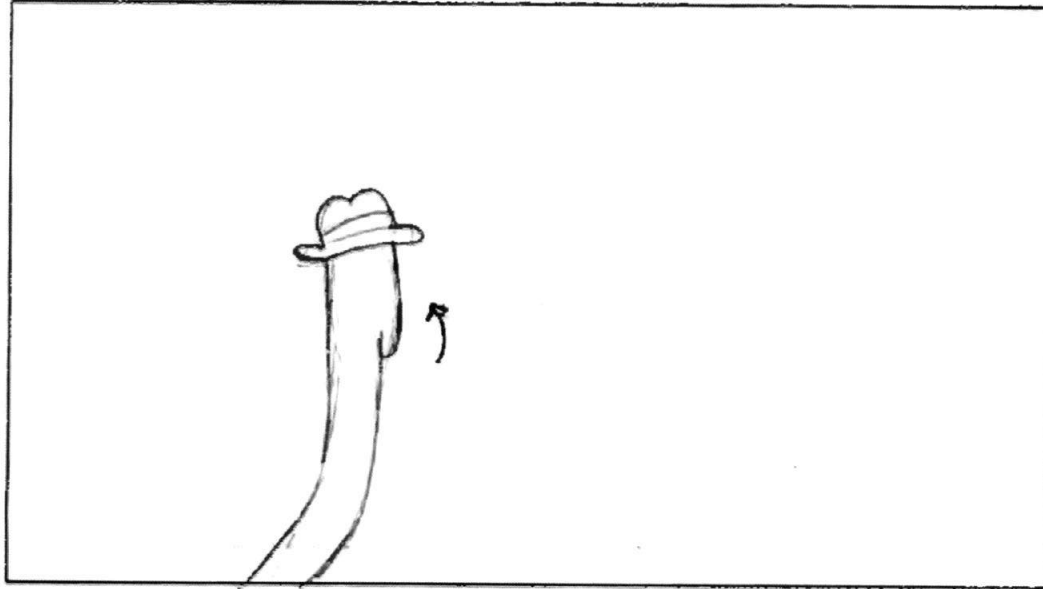
Page 312

140
Cut

Sc. 122 CONT Pnl. F

Bg.

day night



Sc. 123

Pnl. A

Bg.

day night



Dialog:

Action: BLUE NOSE TURNS, TO LOOK AT GORALINA.

ON GORALINA, LOOKING SAD.
(CAGE IS LINED WITH DIRTY STRAW.)

DEC 13 2013

Timing:

EPISODE #

1025-162

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



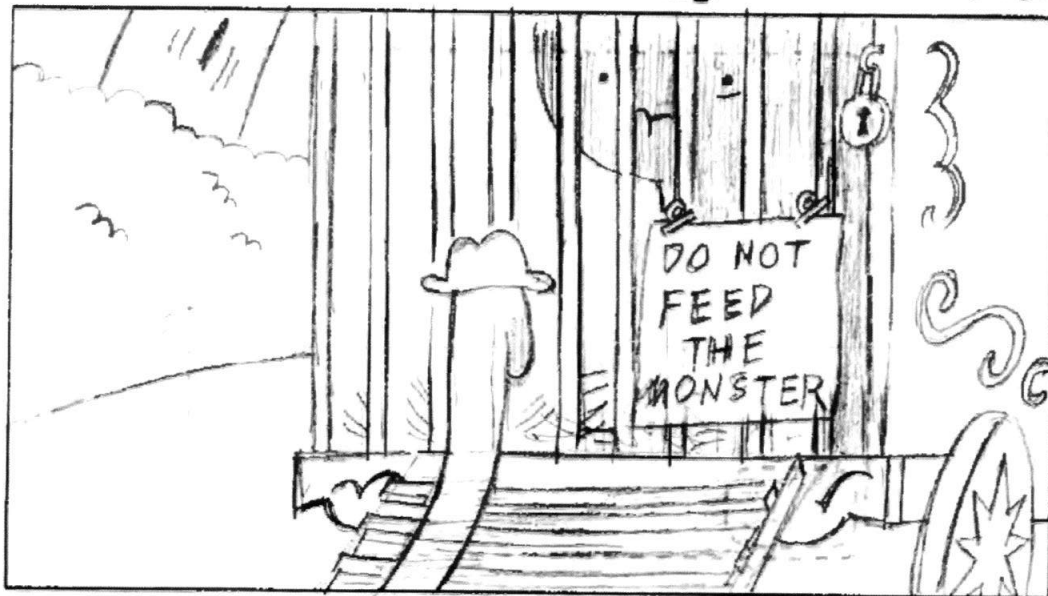
Page **313**

Sc. 124

Pnl. A

Bg.

day night

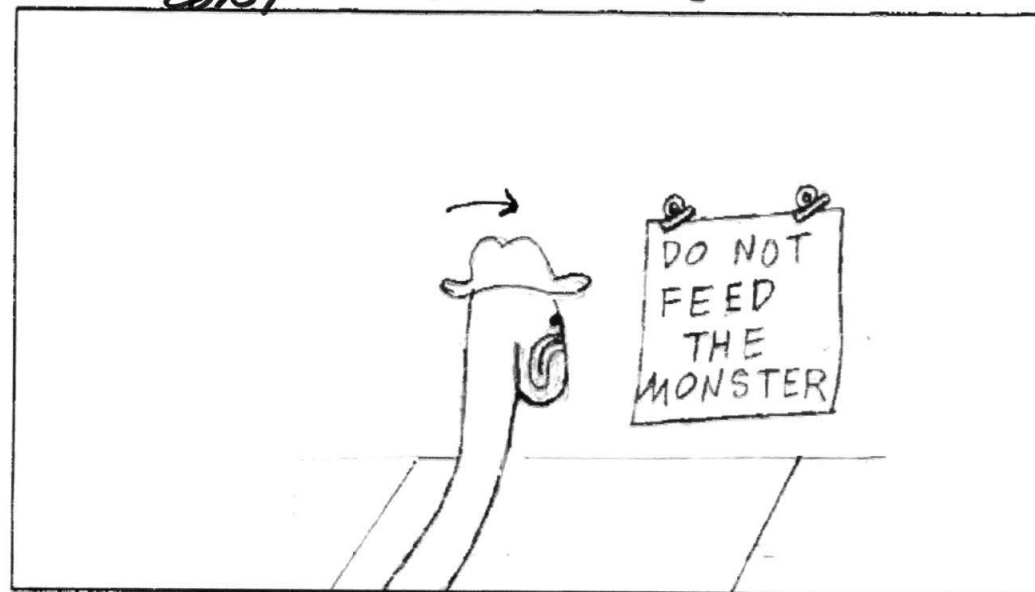


Sc. 124 *cont*

Pnl. B

Bg.

day night



Dialog:

Action:

CUT BACK TO BLUE NOSE.
S/A THE START OF SC. 22 (BEFORE T. I.)

BLUE NOSE LOOKS AT THE SIGN AGAIN.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME

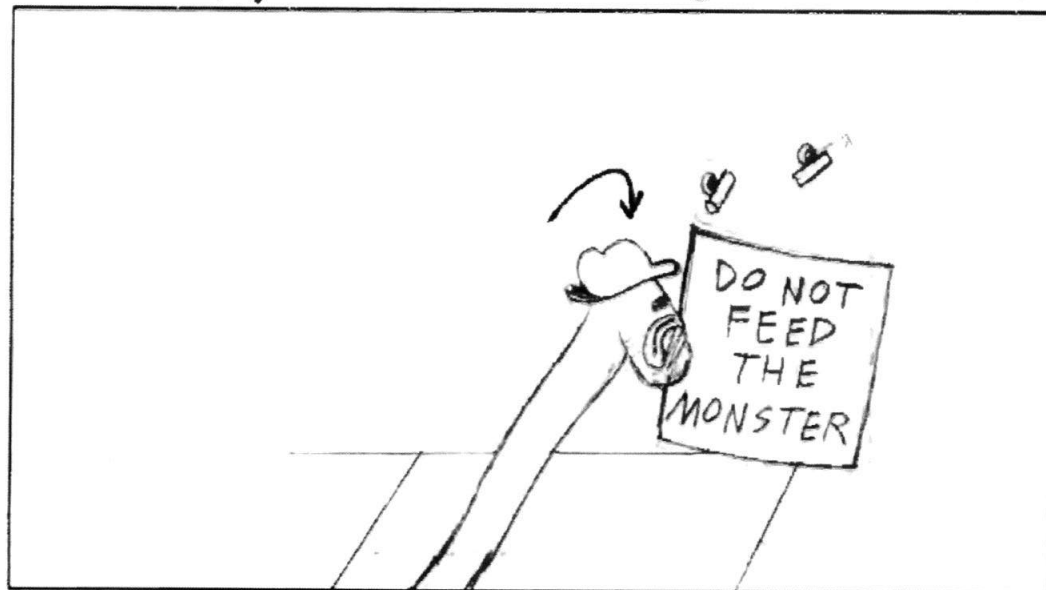


Page 314

Sc. 124 *CONT* Pnl. C

Bg.

day night



Sc. 124 *CONT* Pnl. D

Bg.

day night



Dialog: SFX: SNAP SNAP (CLIPS)

Action: BLUE NOSE SUDDENLY RIPS THE SIGN DOWN.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

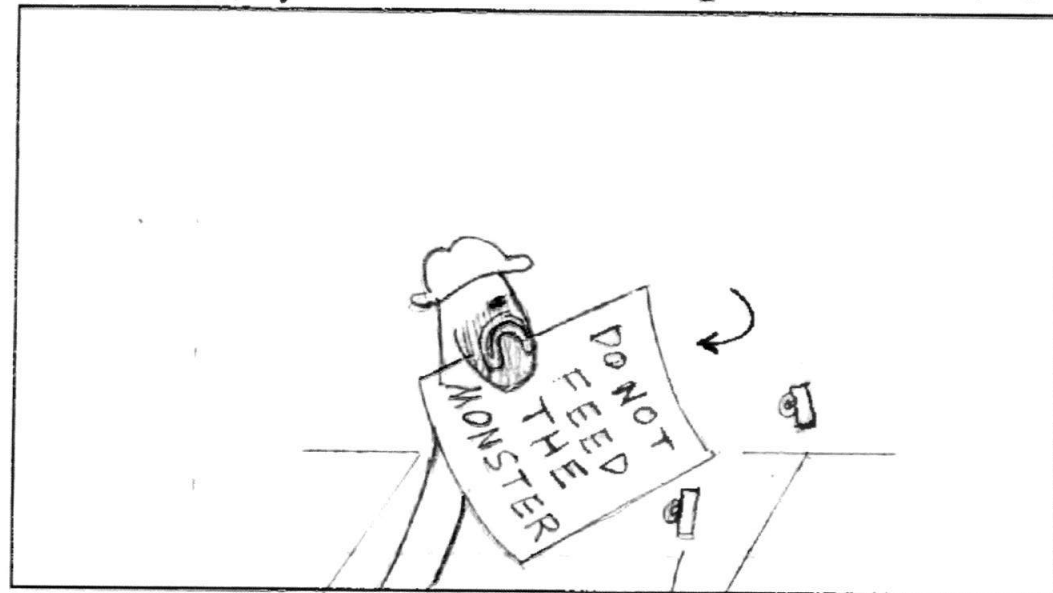


Page **315**

Sc. 124 *CONT* Pnl. E

Bg.

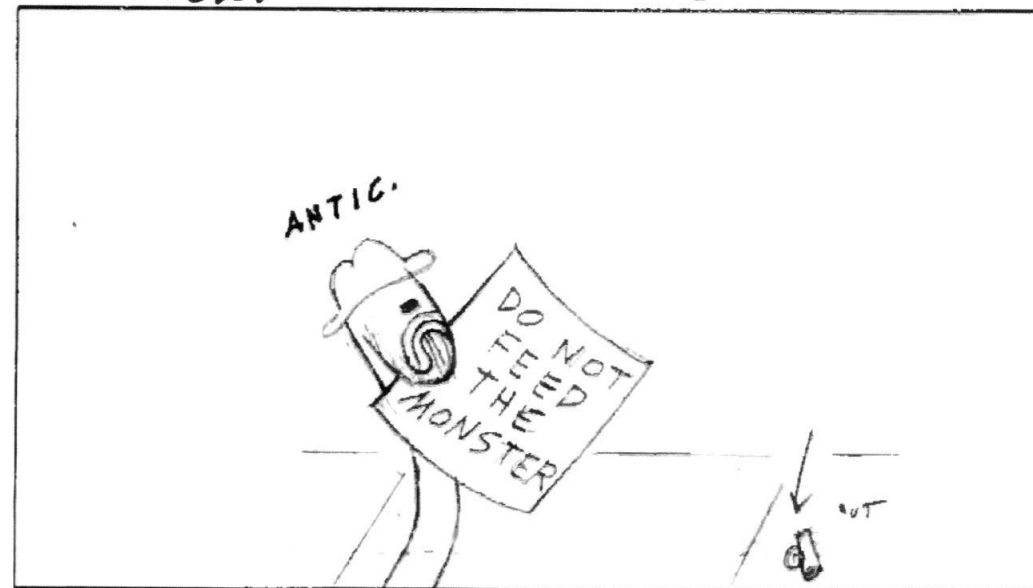
day night



Sc. 124 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

ANTIC. THROW

DEC 13 2013

Timing:

EPISODE #

Production :

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME

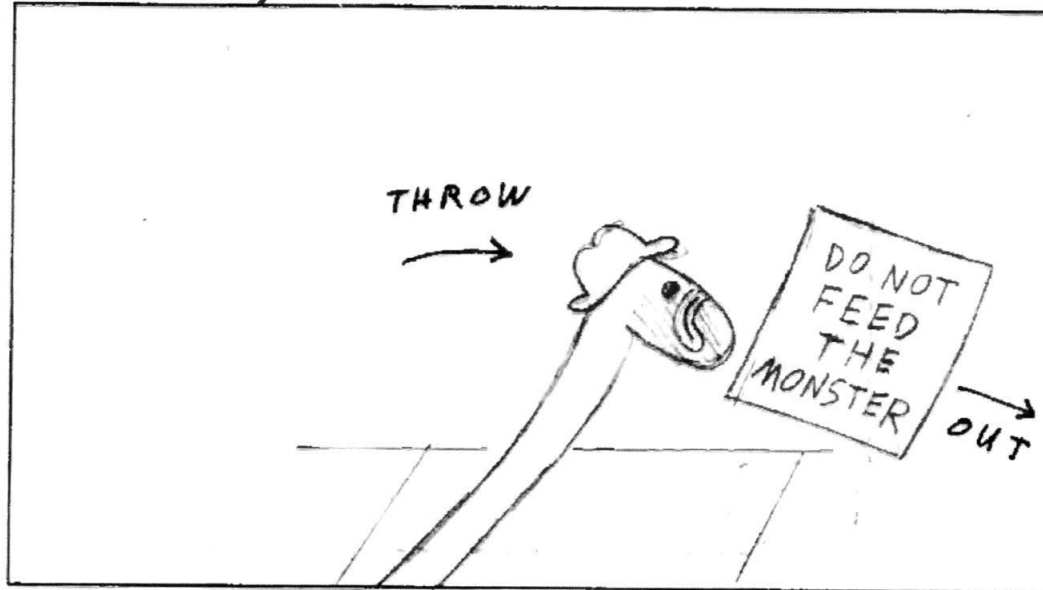


Page **316**

Sc. 124 *CONT* Pnl. G

Bg.

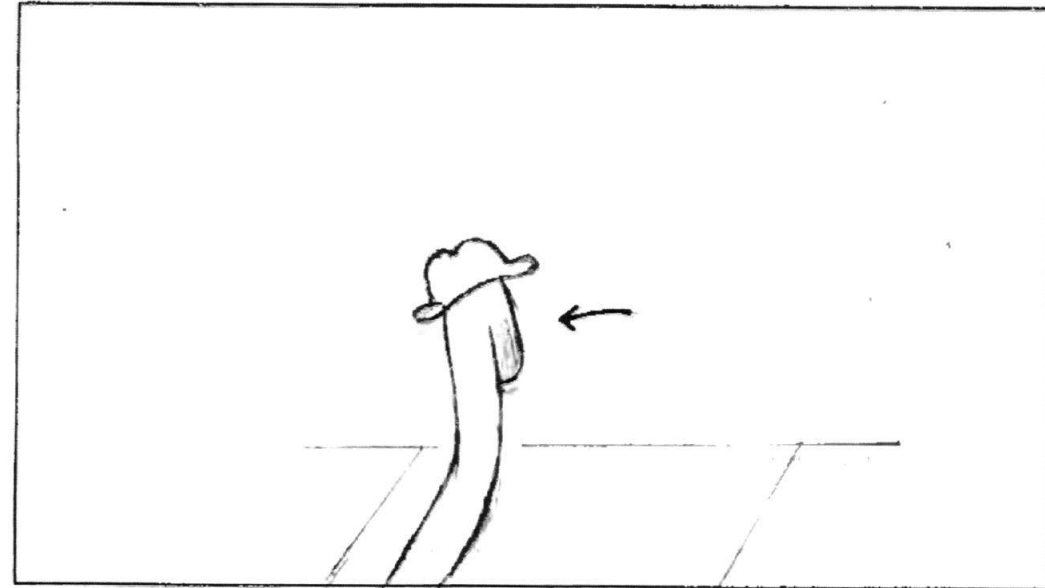
day night



Sc. 124 *CONT* Pnl. H

Bg.

day night



Dialog: SFX: LAME SLIDE-WHISTLE, FOR THE SIGN SAILING OUT. WHEEEP!

Action: BLUE NOSE DECISIVELY THROWS THE SIGN AWAY (TO O.S.)

BLUE NOSE TURNS BACK TO LOOK AT GORALINA.

DEC 13 2008

Timing:

1025-162

EPISODE #

1025/162

Production :

1025/162

1025/162

ADVENTURE TIME

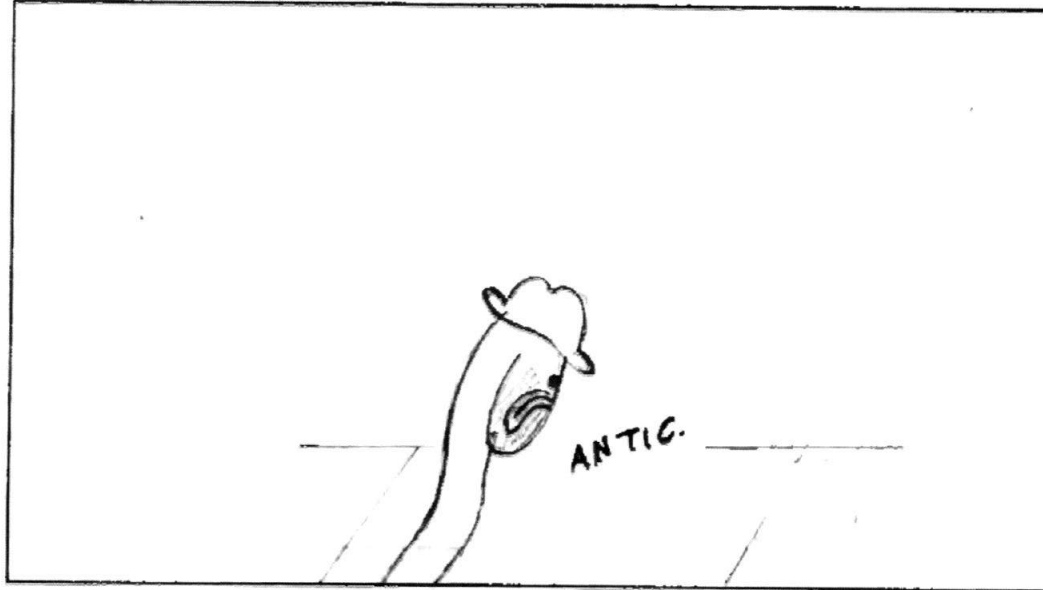


Page **317**

Sc. 124 *CONT* Pnl. I

Bg.

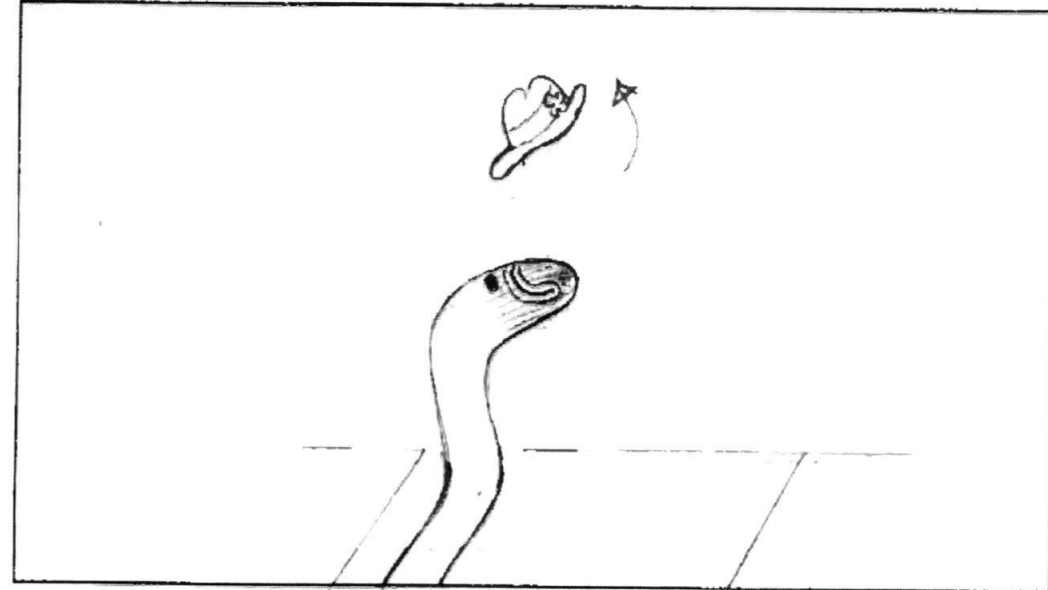
day night



Sc. 124 *CONT* Pnl. J

Bg.

day night



Dialog:

SFX: MAYBE SLIDEWHISTLE FOR
THE HAT. WHOOP!

Action:

ANTIC. TOSSING HAT UP

BLUE NOSE TOSSES HAT UP.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

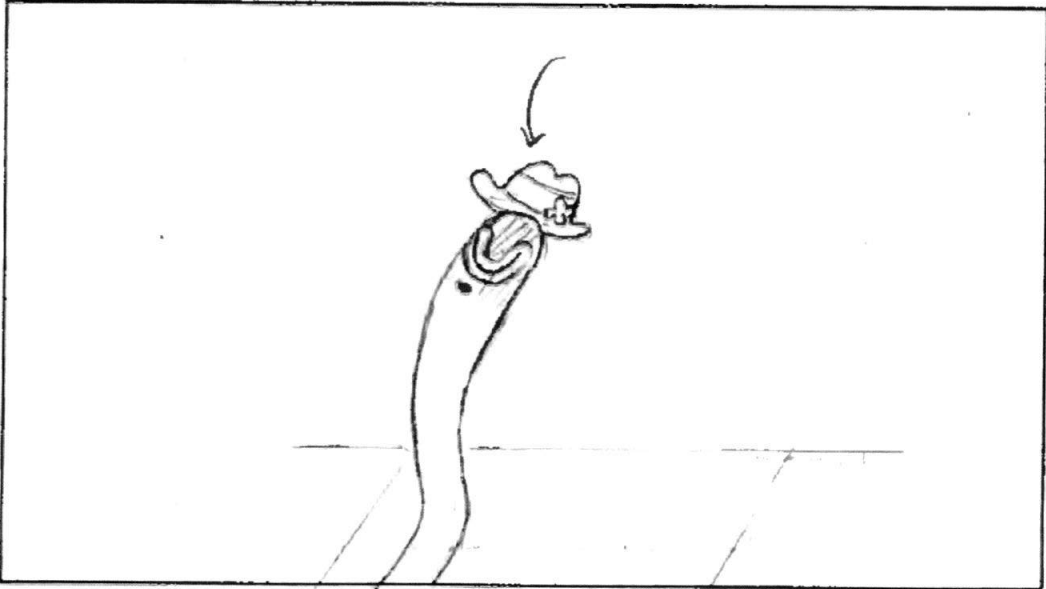


Page 318

Sc. 124 CONT Pnl. K

Bg.

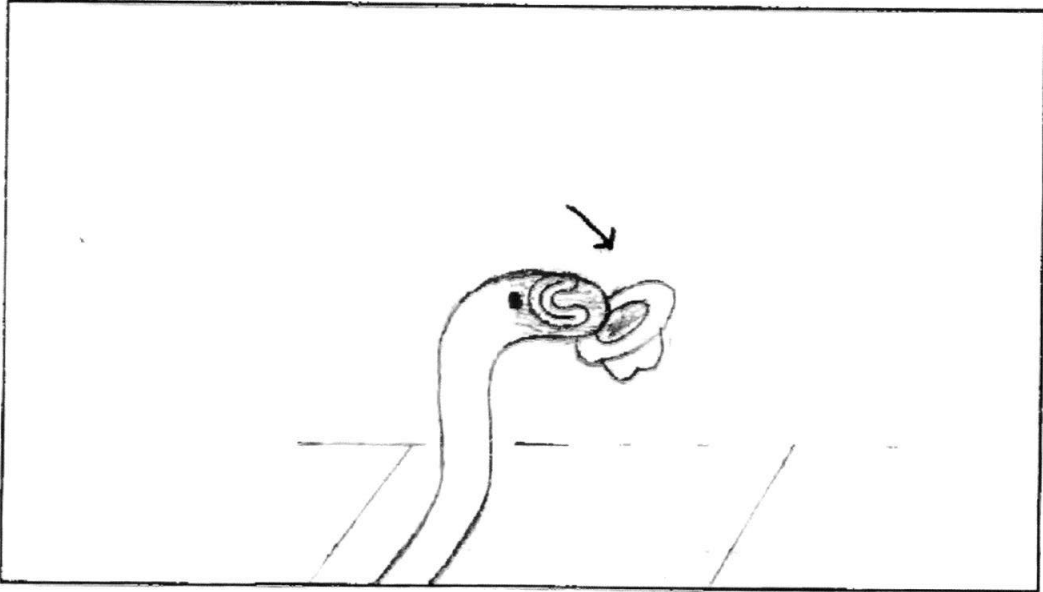
day night



Sc. 124 CONT Pnl. L

Bg.

day night



Dialog:

Action:

B.N. CATCHES HAT

B.N. WHIPS THE HAT AROUND IN AN
ELEGANT FLOURISH.

Timing:

DEC 13 2013

EPISODE #

1025-162

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

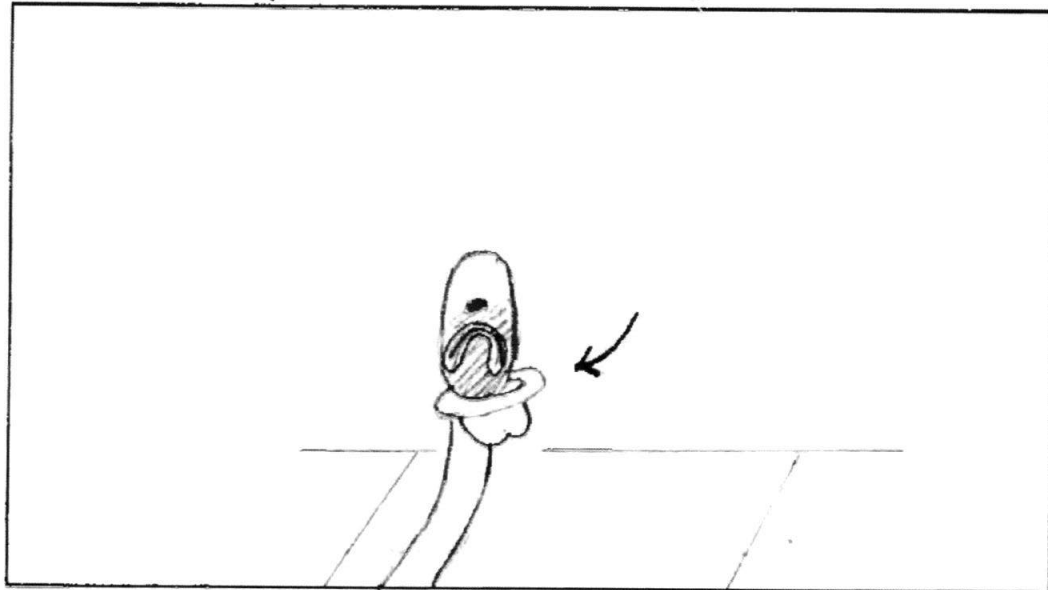


Page **319**

Sc. 124 *CONT* Pnl. M

Bg.

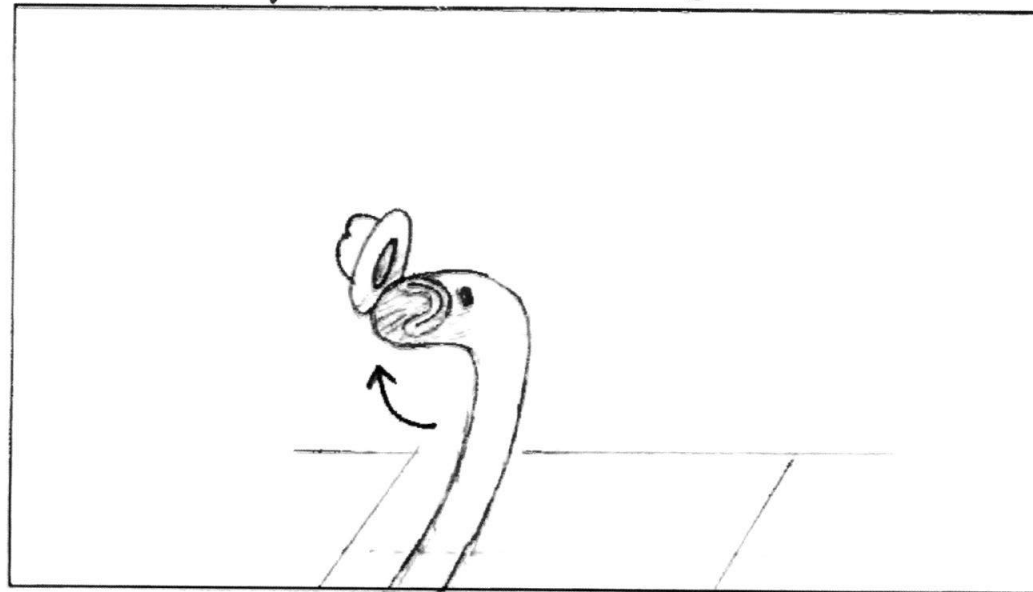
day night



Sc. 124 *CONT* Pnl. N

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

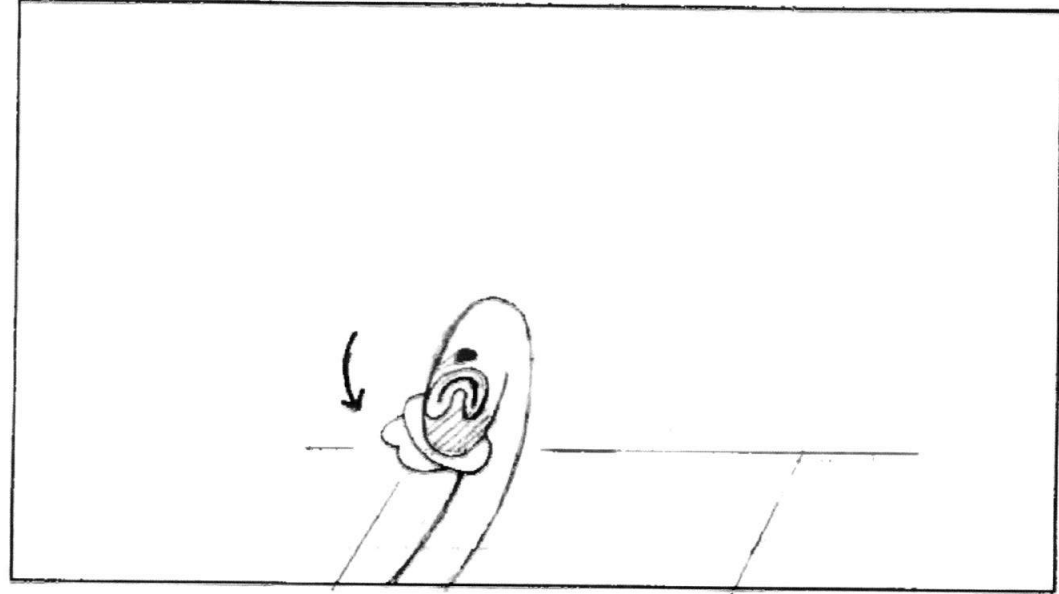
1025/162

ADVENTURE TIME

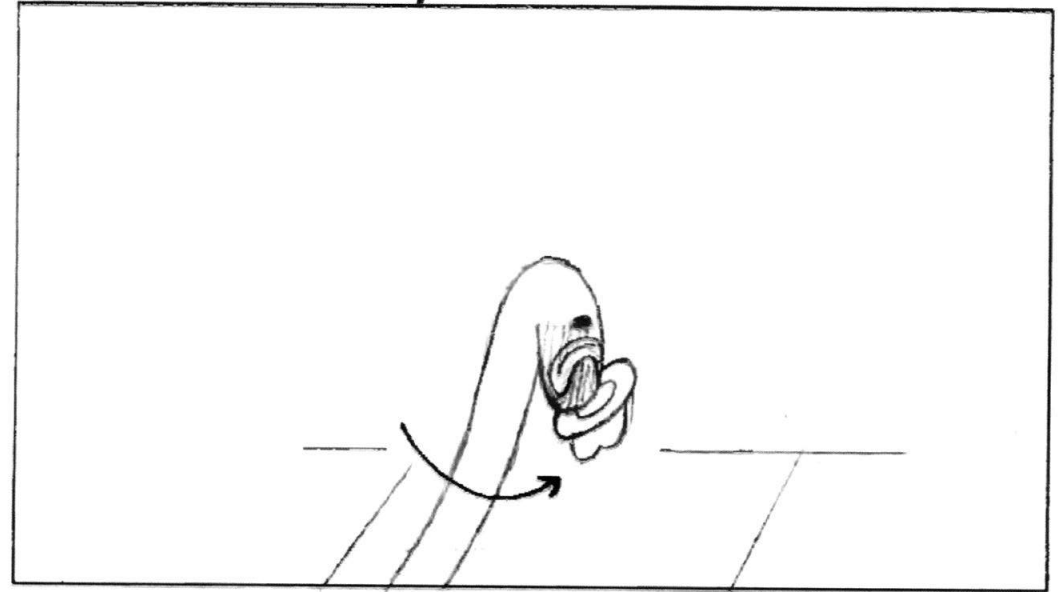


Page **320**

Sc. 124 *CONT* Pnl. **O** Bg. day night



Sc. 124 *CONT* Pnl. **P** Bg. day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE # 1025-162

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

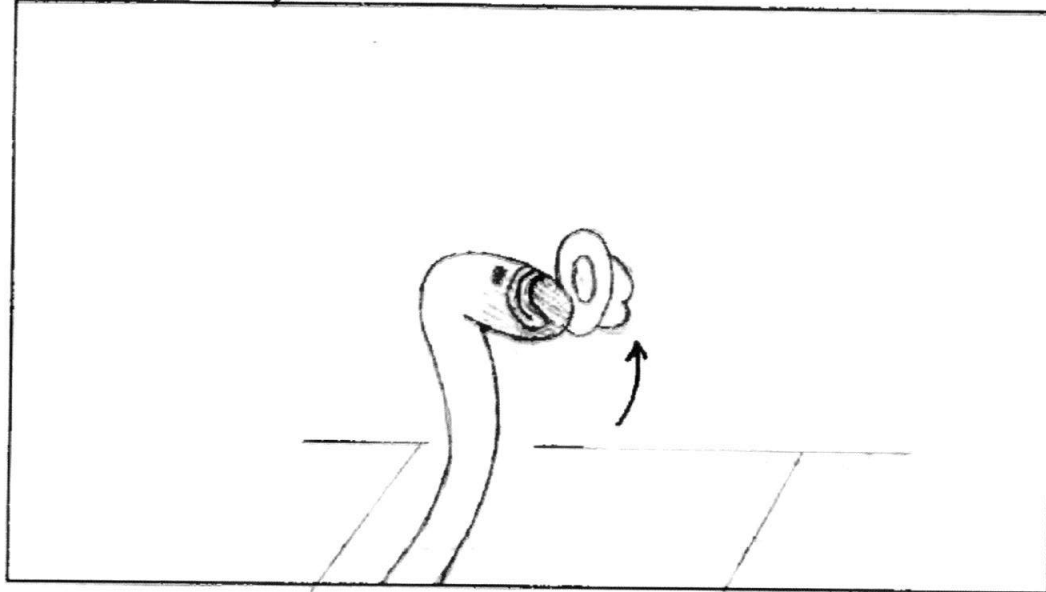


Page **321**

Sc. 124 *CONT* Pnl. Q

Bg.

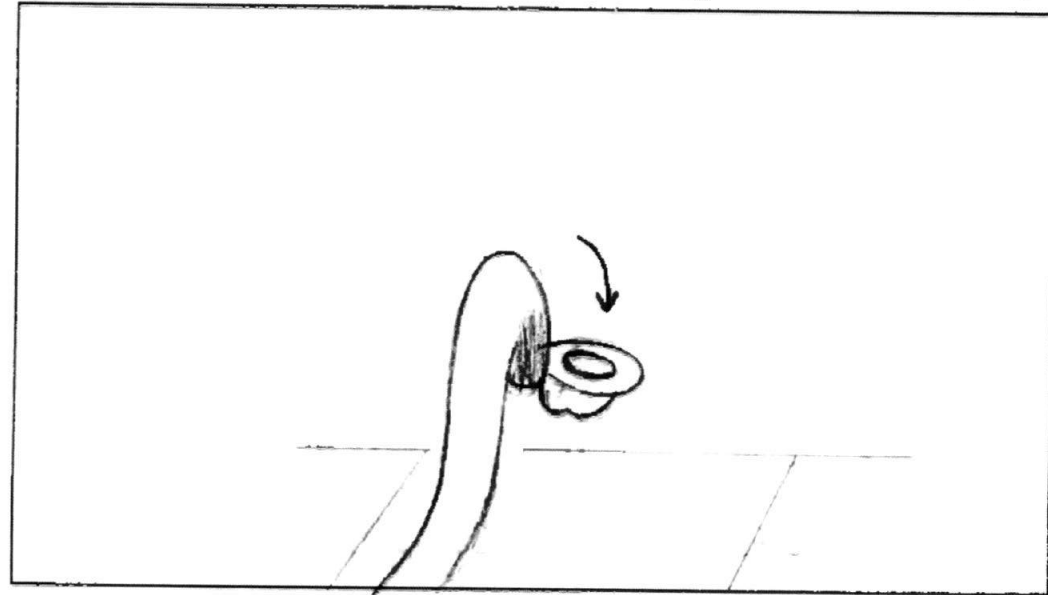
day night



Sc. 124 *CONT* Pnl. R

Bg.

day night



*Hu
cut*

1025-162

EPISODE #

1025/162

Dialog:

Action:

BLUE NOSE SETTLES OUT OF THE FLOURISH,
INTO A HELD POSE.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

Handwritten: *cut*

ADVENTURE TIME



Handwritten: *cut*

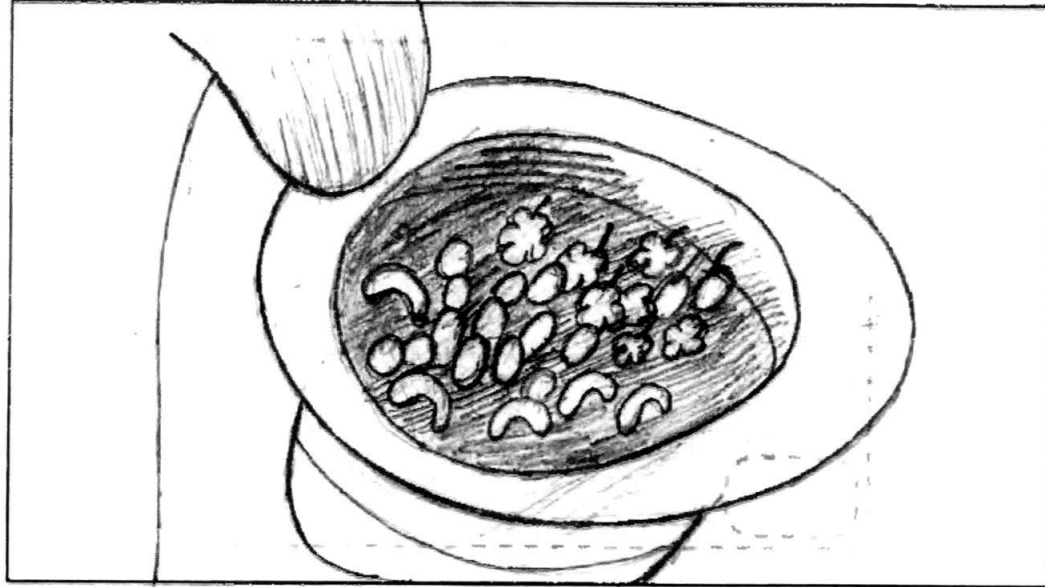
Page **322**

Sc. 125

Pnl. A

Bg.

day night

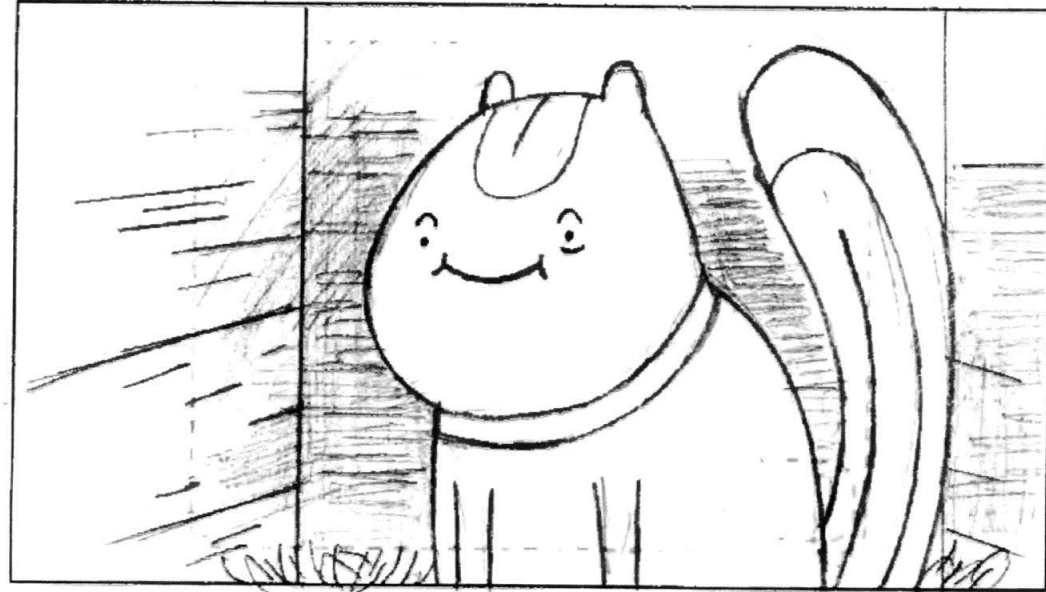


Sc. 125 A

Pnl. A

Bg.

day night



Dialog:

Action:

CLOSE-UP OF THE CONTENTS OF THE HAT.
IT'S THE NUTS AND BERRIES! (LIKE IN SC. 18)

GORALINA LOOKS HAPPY AND APPRECIATIVE.

Timing:



DEC 13 2013

(A1)

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

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ADVENTURE TIME



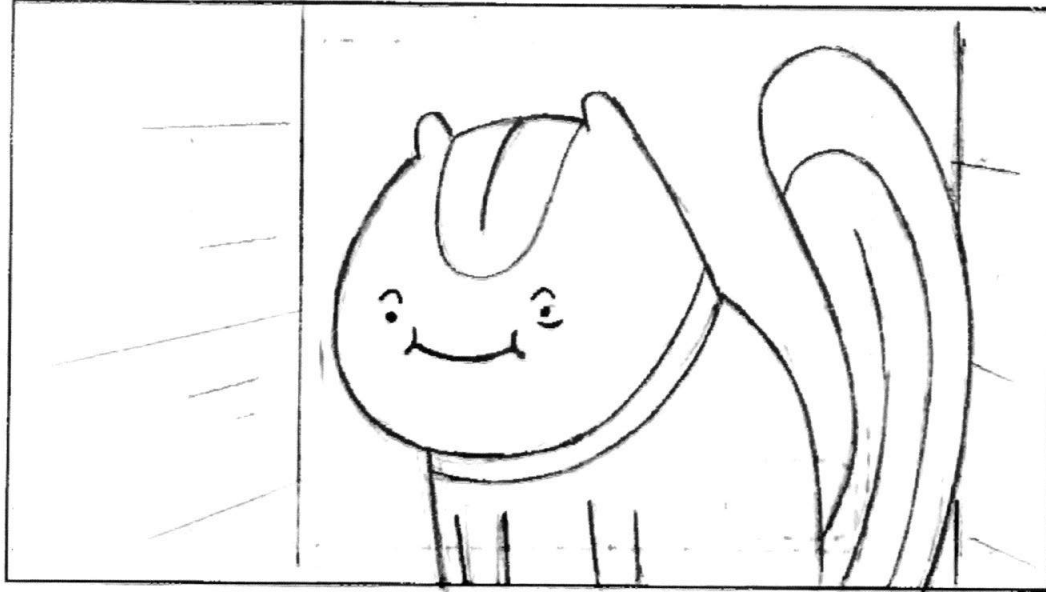
Ho
cut

Page 323

Sc. 125 A CONT Pnl. B

Bg.

day night

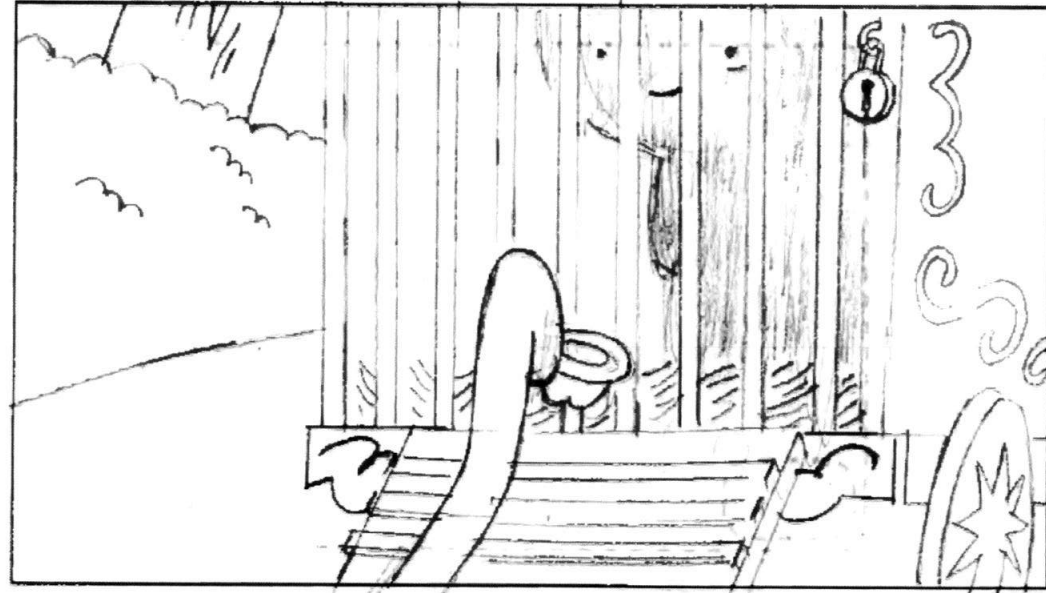


Sc. 126

Pnl. A

Bg.

day night



Dialog:

Action:

GORALINA LEANS TOWARDS THE
BARS OF THE CAGE/TRAILER.

BLUE NOSE HOLDING HAT (LIKE SC. 124 PNL. R)
[BUT NOW THE SQUIRREL IS CLOSE TO THE BARS.]

Timing:

DEC 13 2012

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME



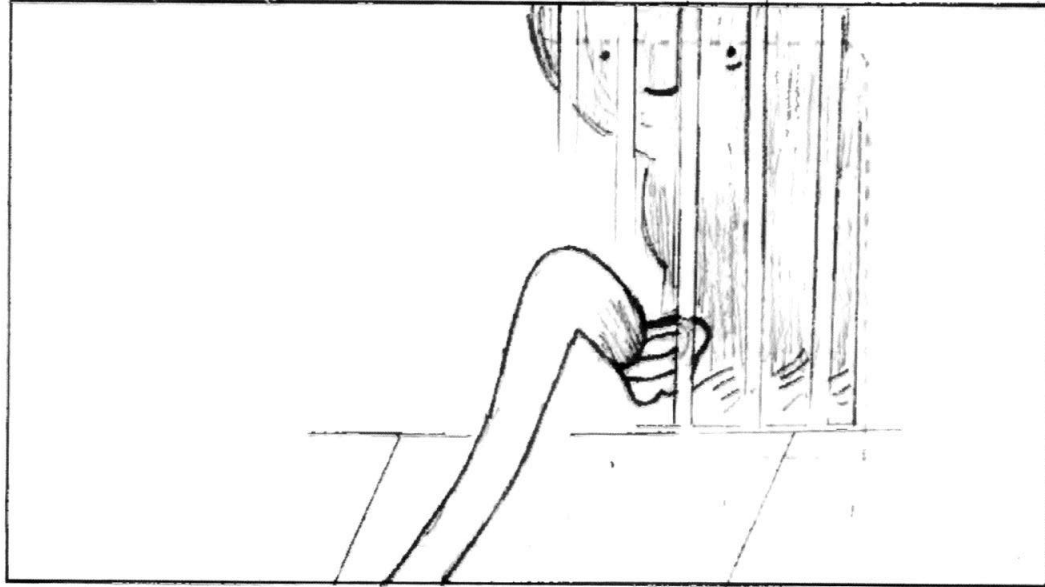
Page **324**
day night

HW
cut

Sc. 126 *CONT* Pnl. B

Bg.

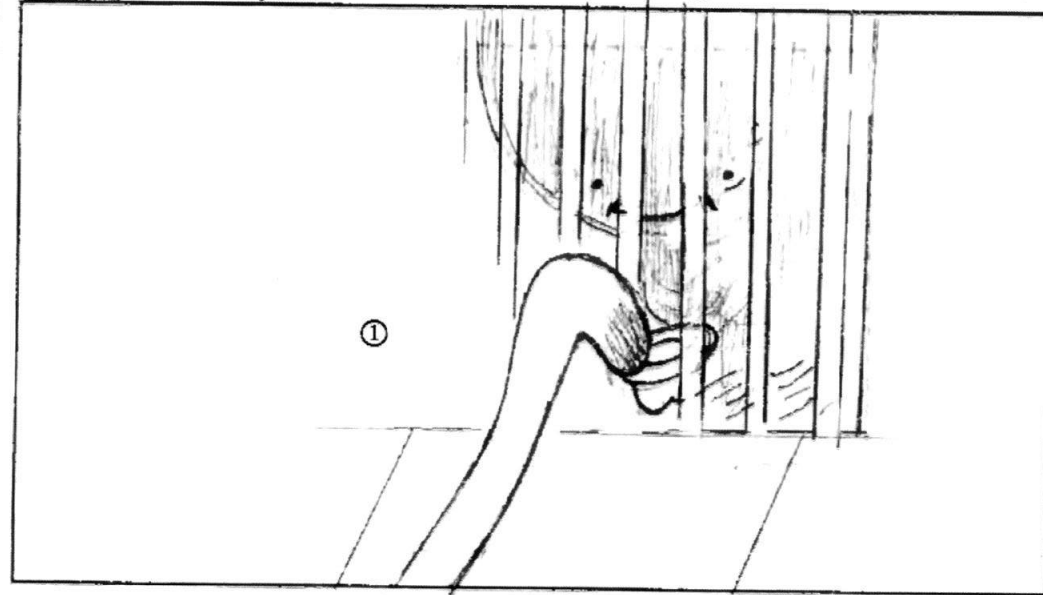
day night



Sc. 126 *CONT* Pnl. C

Bg.

day night



1025-162

EPISODE #

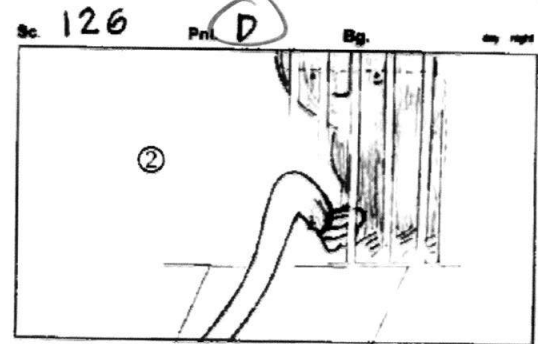
1025/162

Dialog:

Action: BLUE NOSE STICKS THE HAT THROUGH THE BARS.

C) GORALINA GRABS NUTS AND BERRIES
D) RECOVER GORALINA TO START POSE

Timing:



DEC 13 2013

Production :

1025/162

1025/162

1025/162

Ho
Cut

ADVENTURE TIME



Page 325

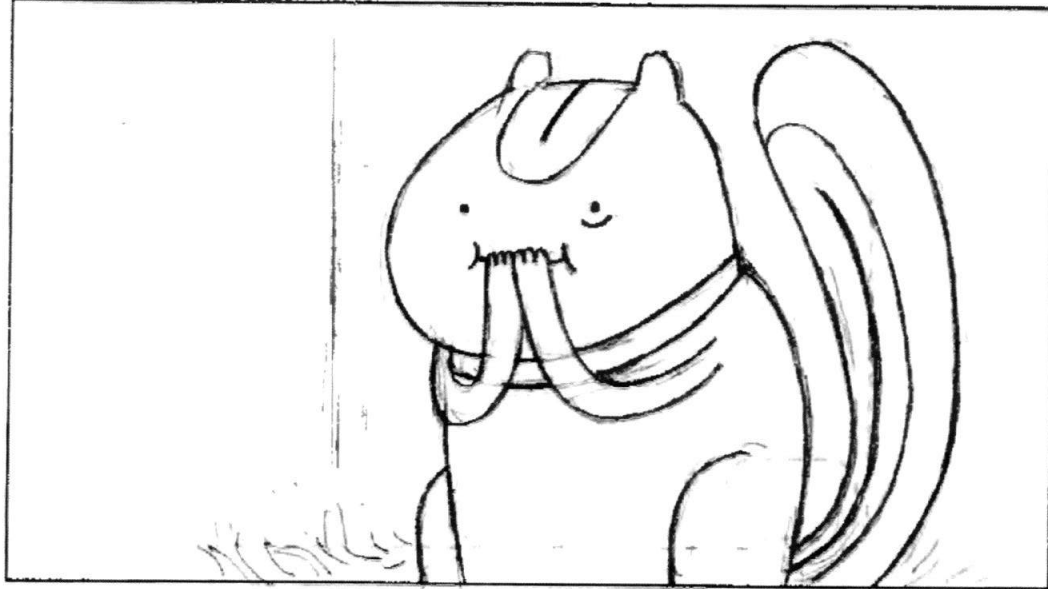
Cut

Sc. 127

Pnl. A

Bg.

day night

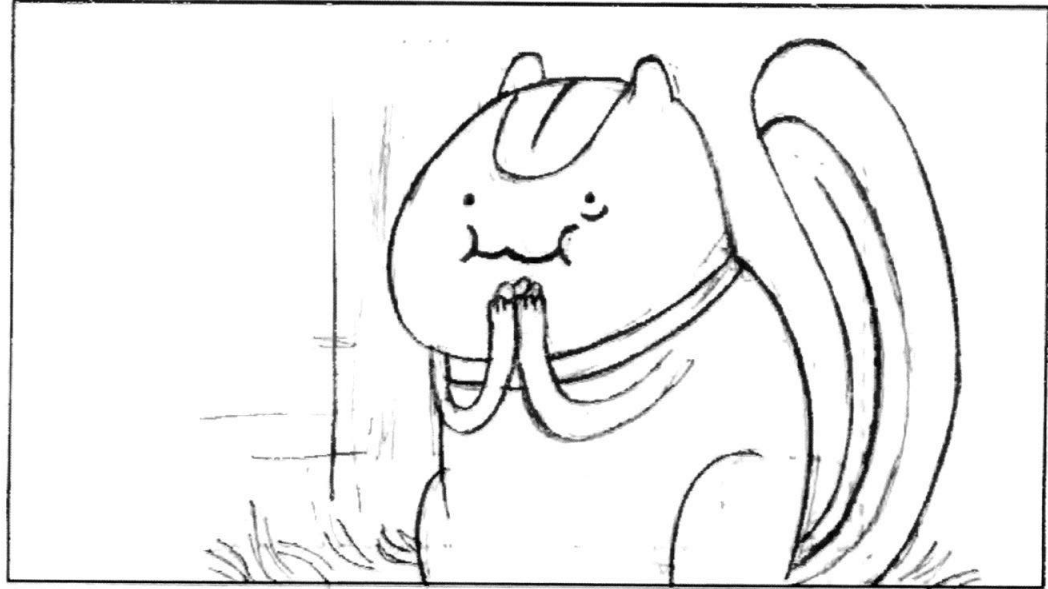



Sc. 127 CONT

Pnl. B

Bg.

day night



Dialog:	
<u>SFX:</u> [NUTS CHWED]	
Action:	GORALINA INSIDE THE TRAILER, EATING THE NUTS AND BERRIES
Timing:	<div style="display: flex; align-items: center;"><div style="margin-right: 20px;">s.p. A0</div><div></div></div>
CHEWING CYCLE	
DEC 13 2013	

1025-162

EPISODE #

1025/162

Production :

1025/162

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Cut

ADVENTURE TIME



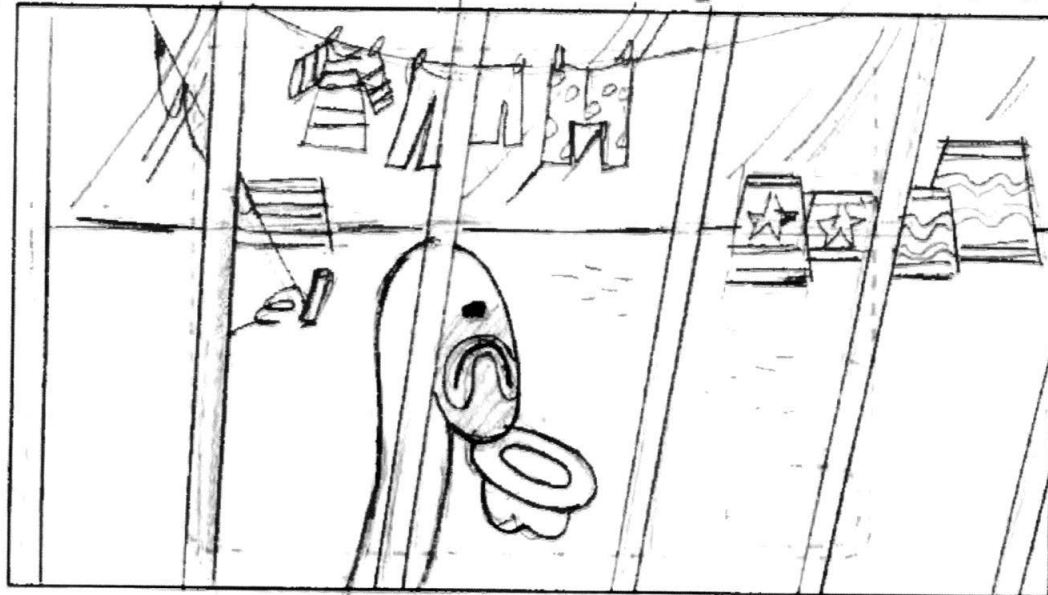
Page 326

Sc. 128

Pnl. A

Bg.

day night

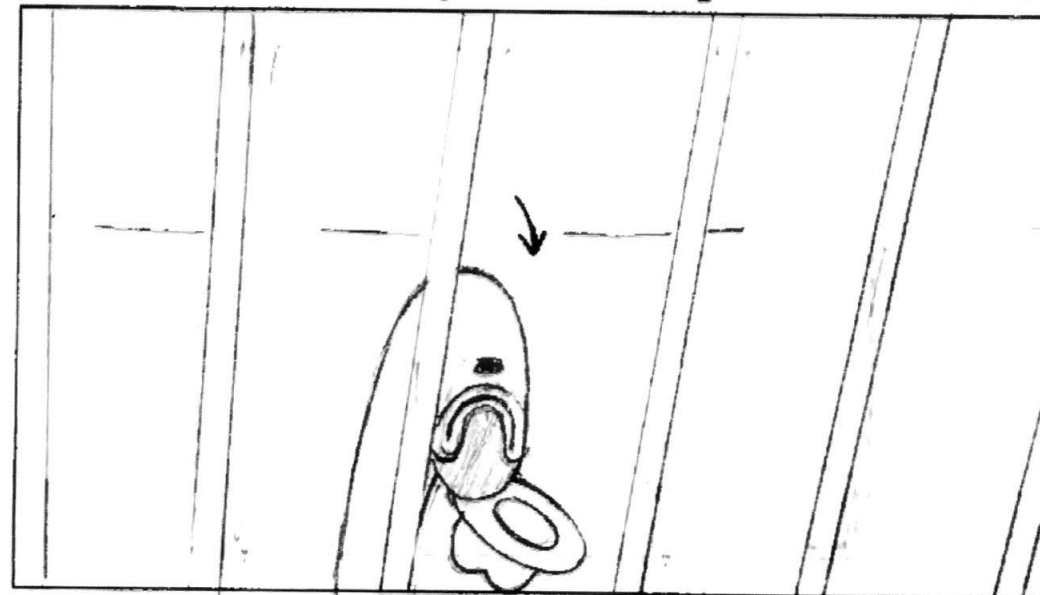


Sc. 128 cont

Pnl. B

Bg.

day night



Hu
Cut

1025-162

EPISODE #

1025/162

Production :

Dialog:

Action:

SEEN FROM GORALINA'S P.O.V.
BLUE NOSE'S STOIC FACE.

B.N. SETTLES DOWN (AND THIS IS KIND OF
AN ANTIC. FOR THE NEXT SCENE)

DEC 13 2013

Timing:

1025/162

1025/162

HV
CUT

ADVENTURE TIME



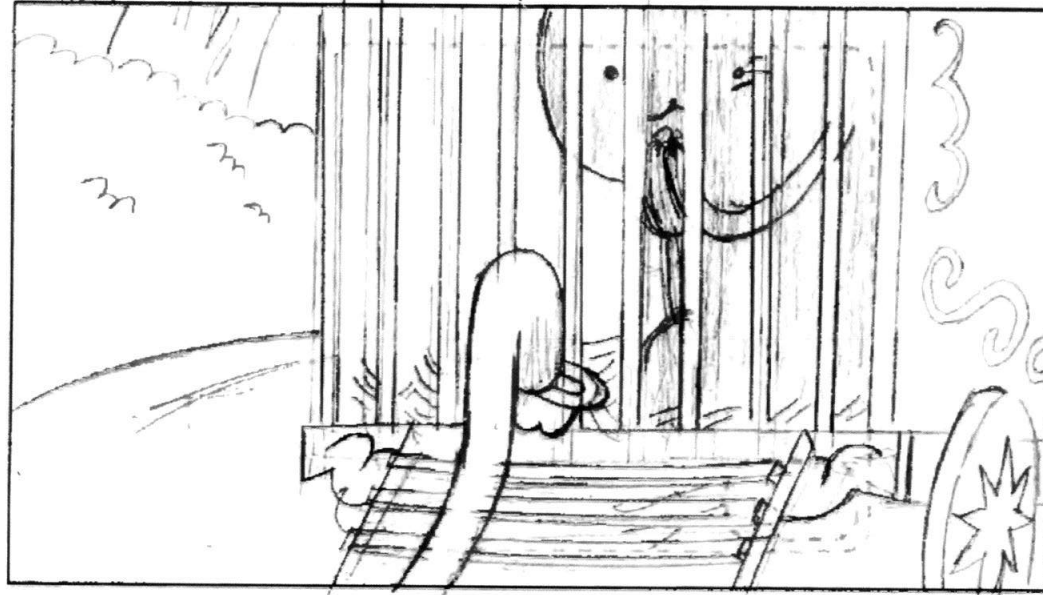
Page 327

Sc. 129

Pnl. A

Bg.

day night

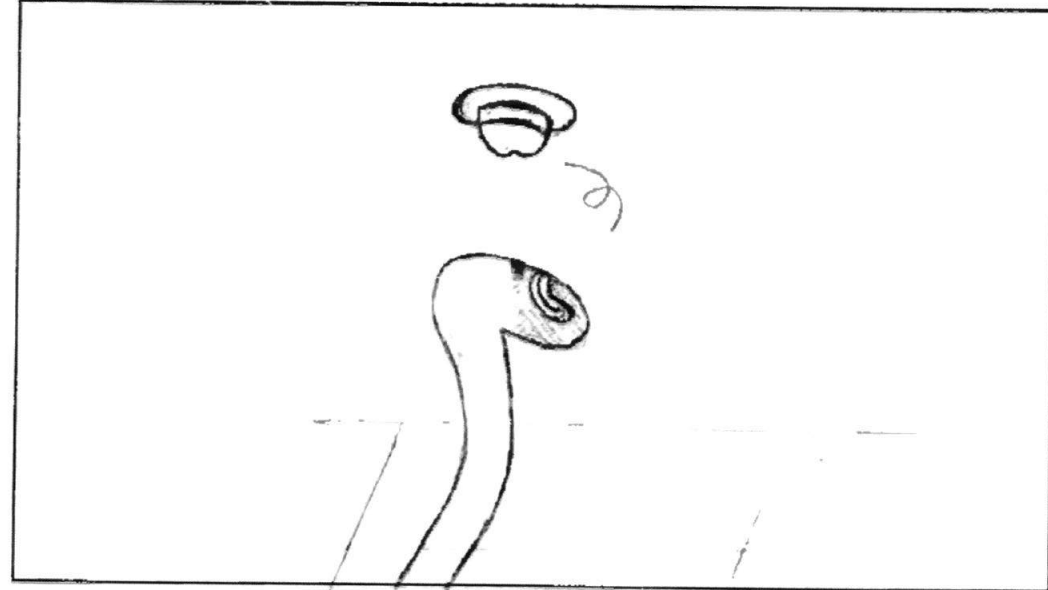


Sc. 129 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: MAYBE SLIDE WHISTLE FOR HAT.
WHEE-OOP!

Action:

(START POSE)

BLUE NOSE TOSSES UP HAT.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

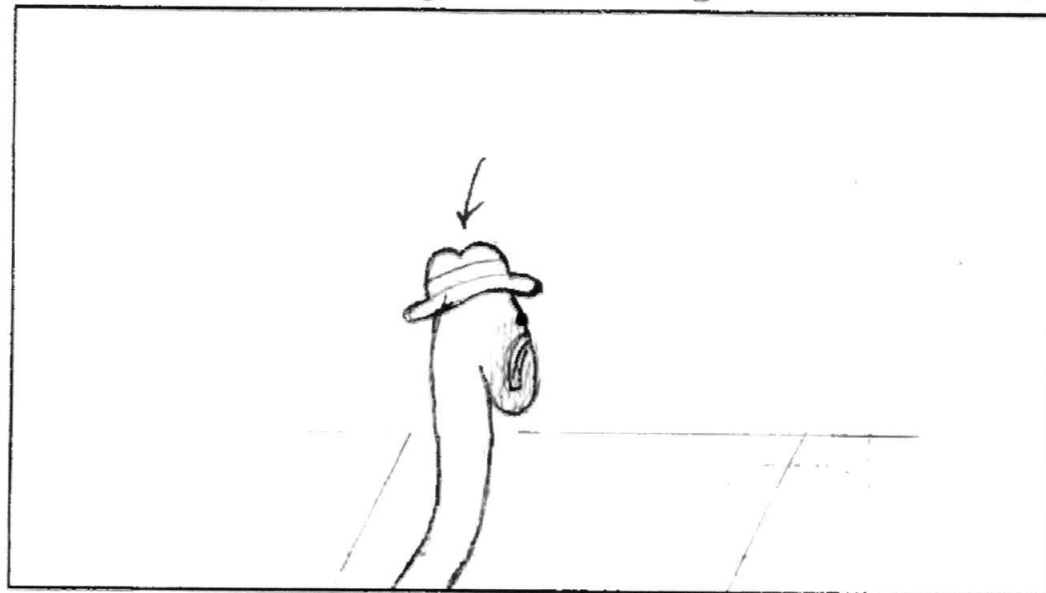


Page **328**

Sc. 129 *CONT* Pnl. *C*

Bg.

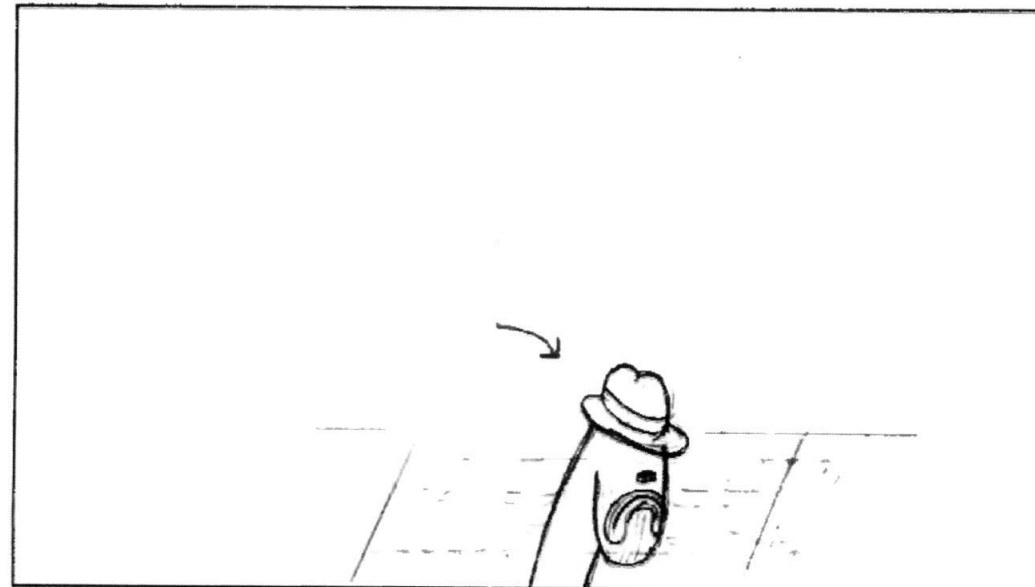
day night



Sc. 129 *CONT* Pnl. *D*

Bg.

day night



Dialog:

Action:

THE HAT LANDS ON B.N.'S HEAD

B.N. EXITS SCENE (NORMAL, PLODDING SPEED)

DEC 13 2013

Timing:

EPISODE #

1025-162

Production :

1025/162

1025/162

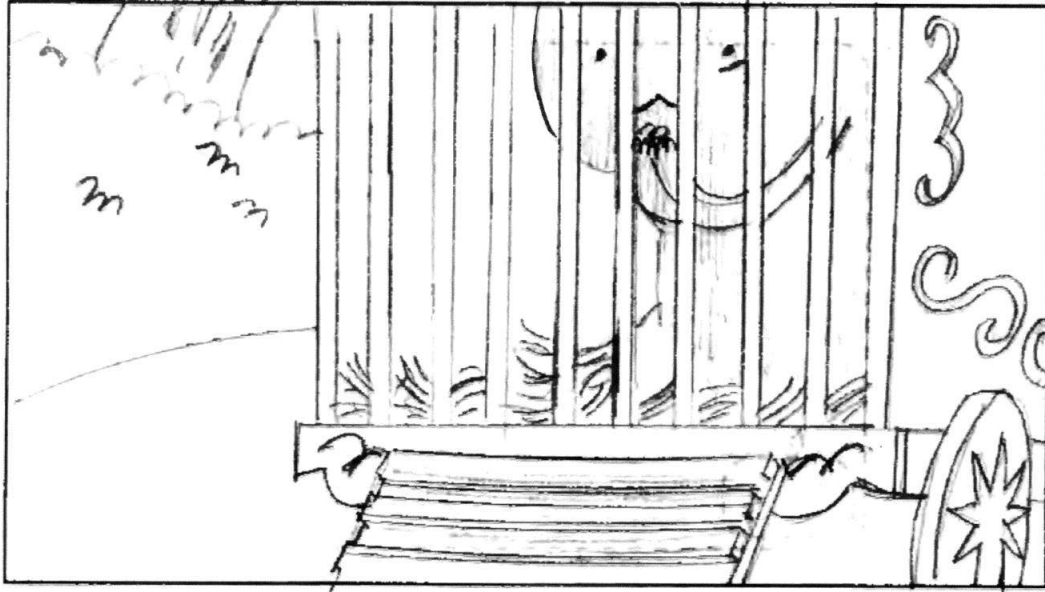
1025/162

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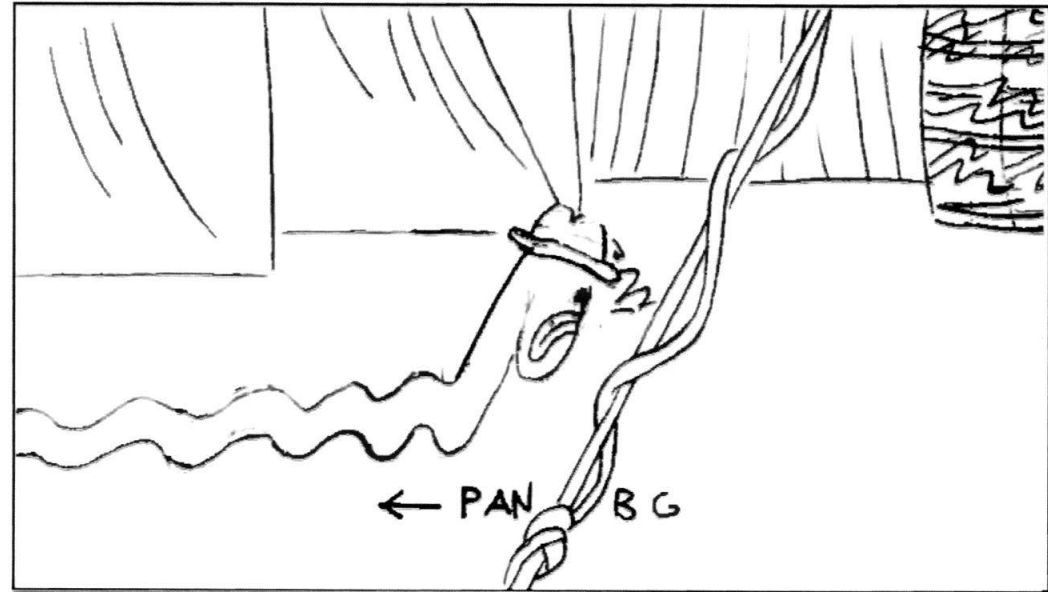
ADVENTURE TIME



Sc. 129 *CONT* Pnl. E Bg. day night



Sc. 130 Pnl. A Ba. day night



Dialog:

Action:

- WIDE ON BLUE NOSE WALKING, DEEP IN THOUGHT.
- PAN. BG

Timing:

DEC 13 2013

Page 329
329A NEXT

EPISODE #

1025-162

Production :

1025/162

1025/162

ADVENTURE TIME



Page 329A
330 NEXT
 day night

Sc. 130 *CONT* Pnl. B

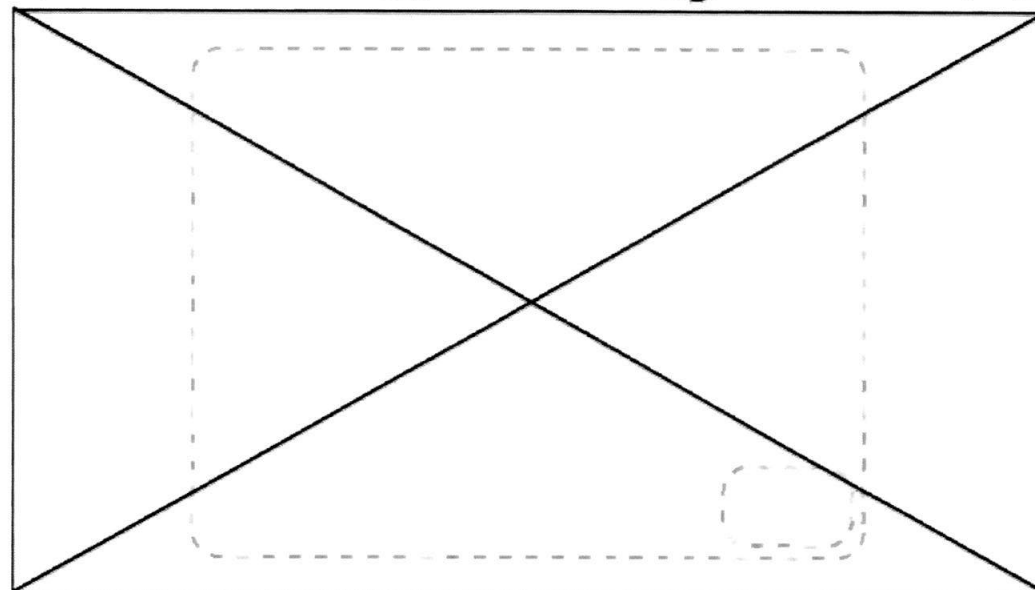
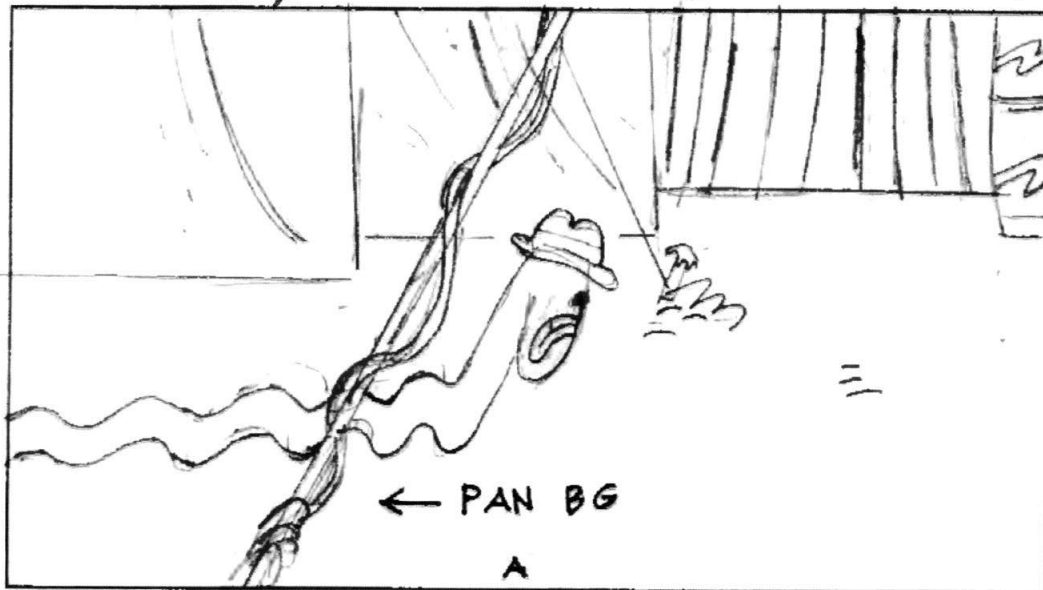
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

- WIDE ON BLUE NOSE WALKING, DEEP IN THOUGHT.
 - PAN. BG

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

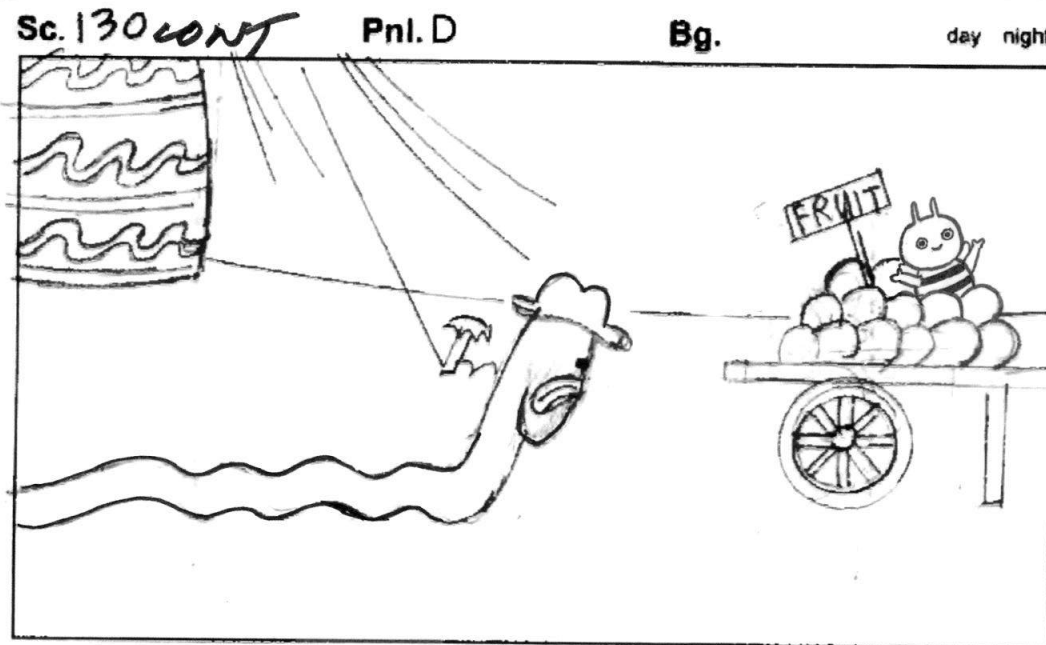
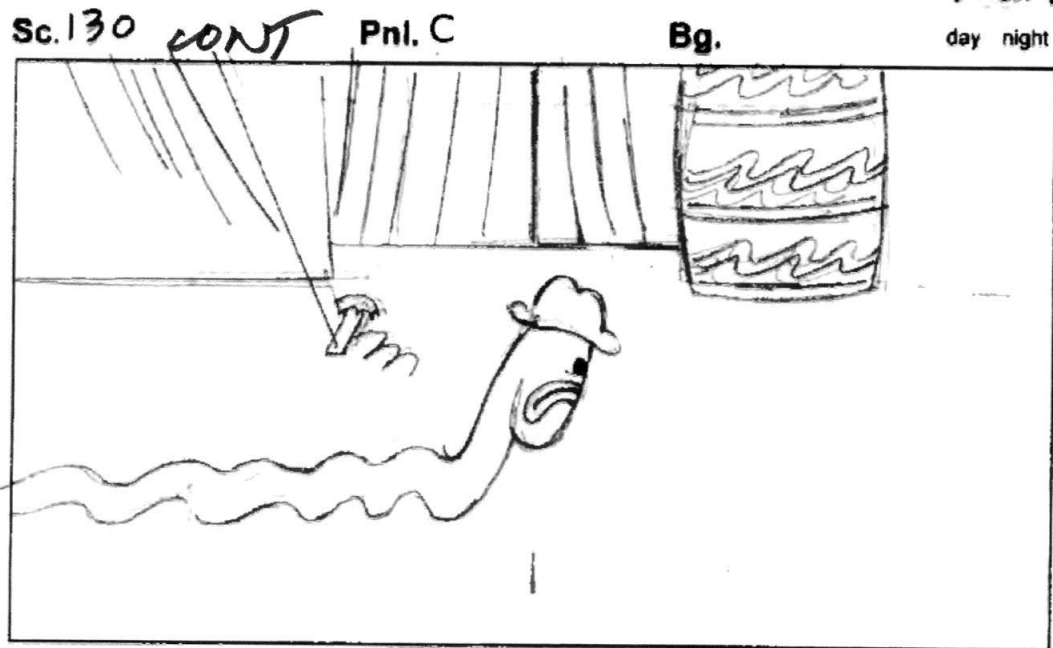
1025/162

1025/162

ADVENTURE TIME



Page 330



S/A(G) panel

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME

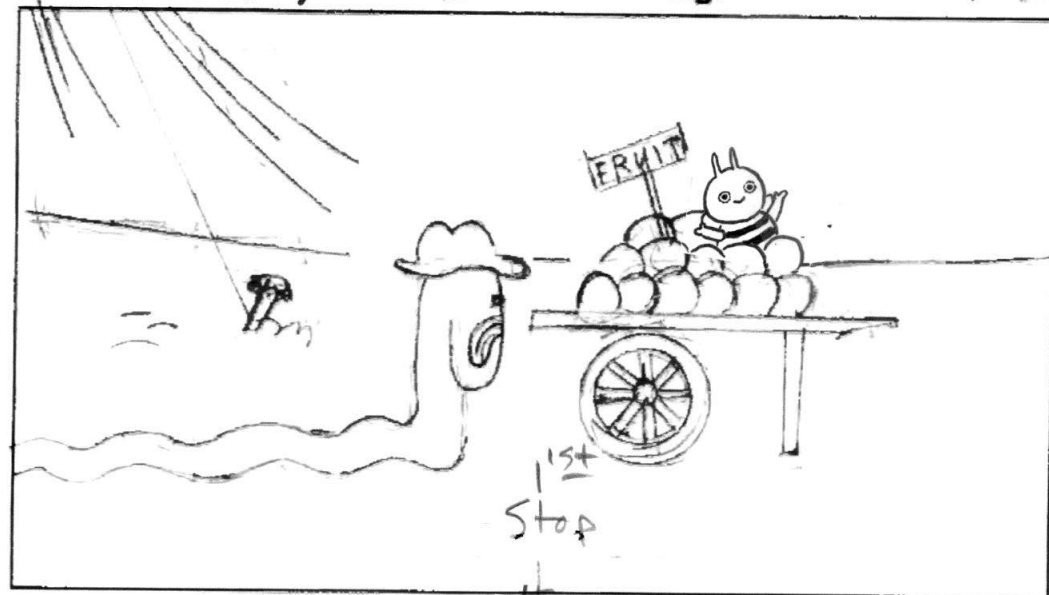


Page 331

Sc. 130 CONT Pnl. E

Bg.

day night

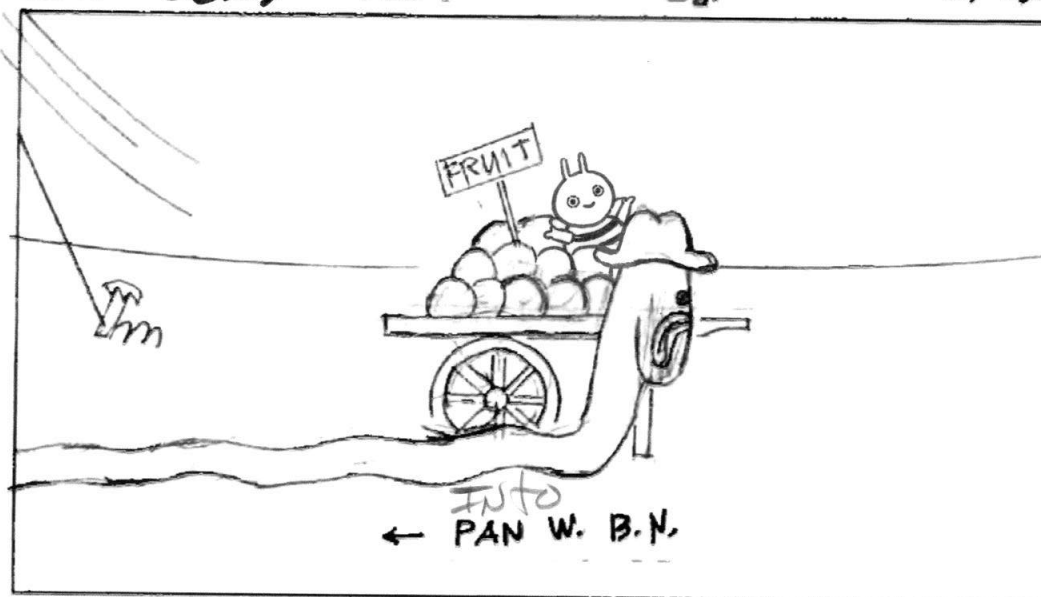


Sc. 130 CONT

Pnl. F

Bg.

day night



Dialog:

Action: - BLUE NOSE STOPS AT A FAMILIAR SIGHT,
THE FRUIT CART FROM HIS ACT.
- STOP PAN

BLUE NOSE GRABS THE BABY DOLL.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

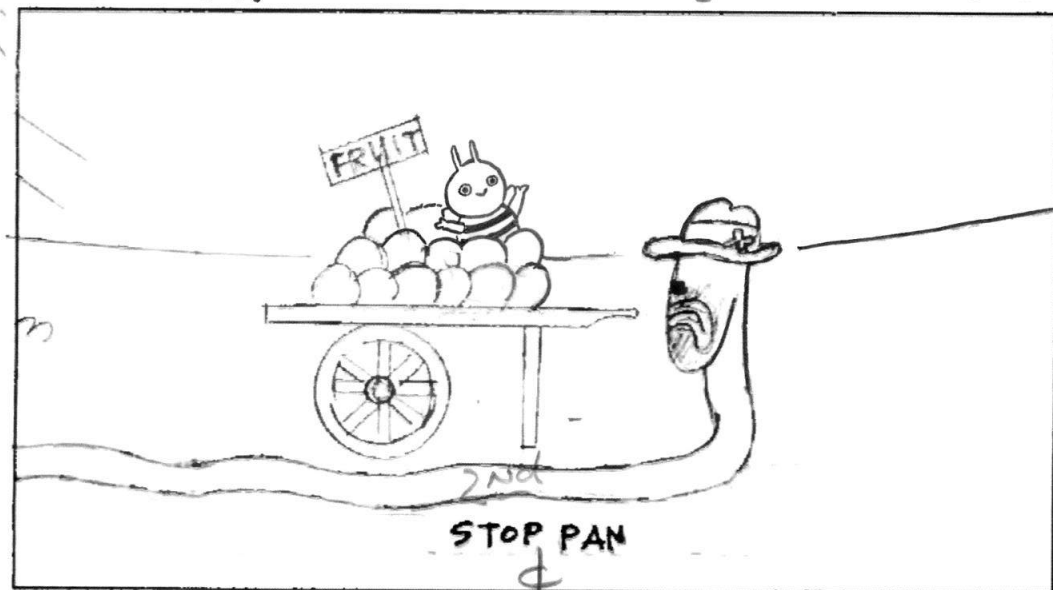
1025/162

ADVENTURE TIME

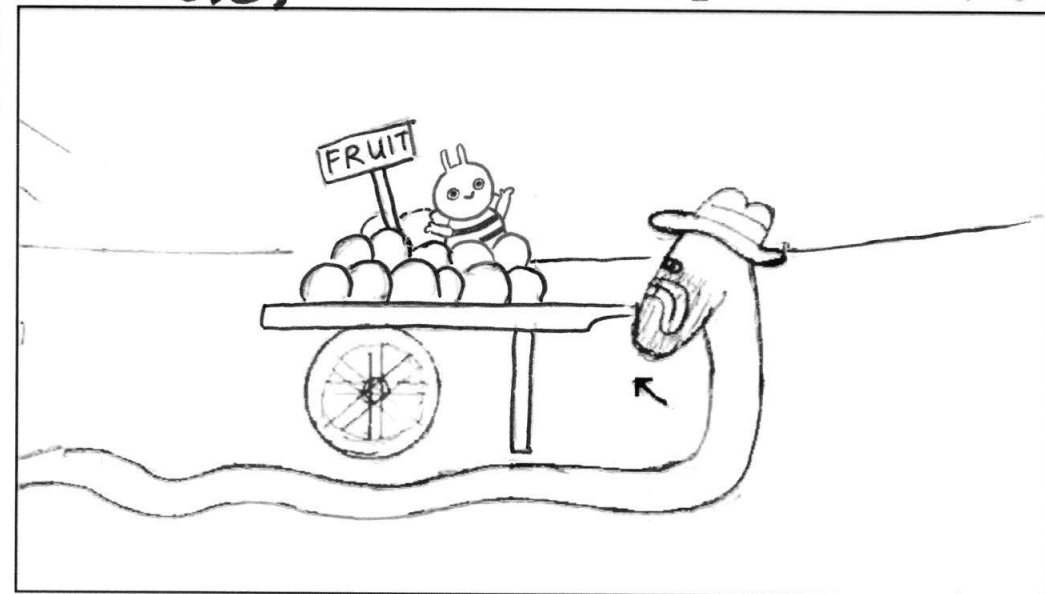


Page 332

Sc. 130 CONT Pnl. G Bg. day night



Sc. 130 CONT Pnl. H Bg. day night



Dialog:	
Action:	PAN A LITTLE MORE, AS B.N. WALKS TO THE OTHER SIDE OF THE CART. PAUSE.
Timing:	

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME



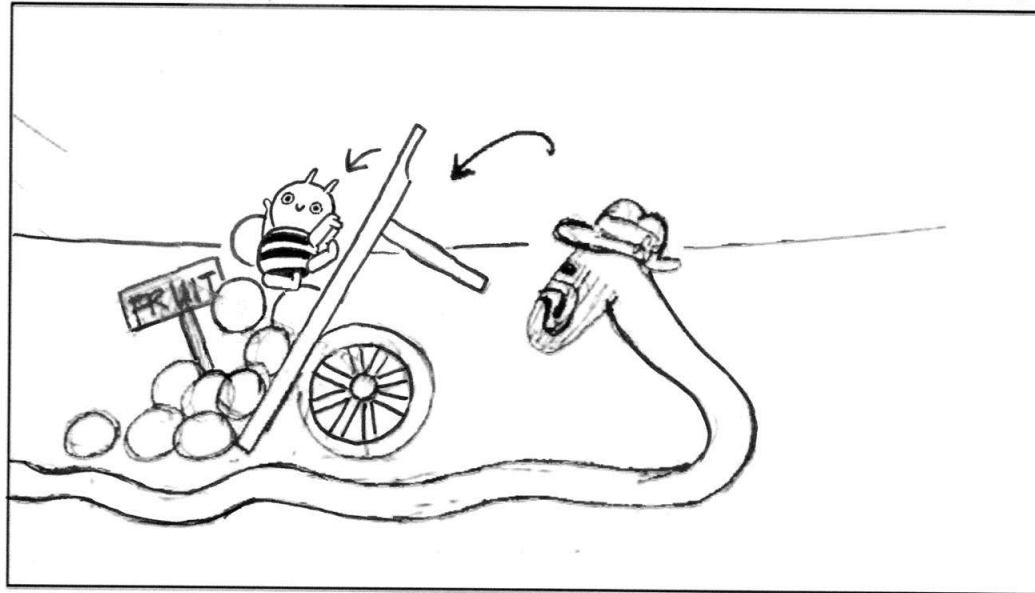
Page 333

Sc. 130 CONT

Pnl. I

Bg.

day night

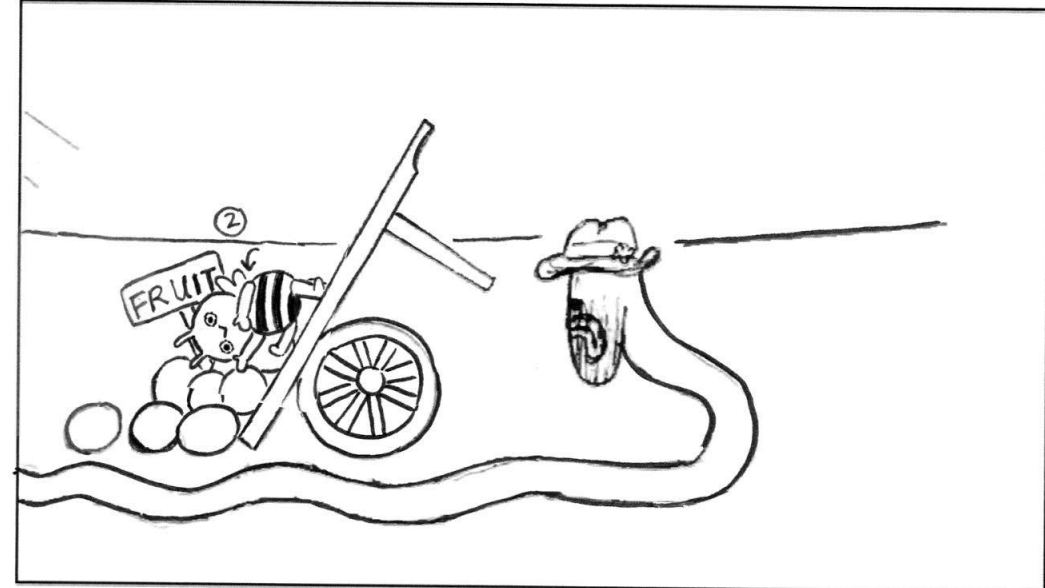


Sc. 130 CONT

Pnl. J

Bg.

day night



Dialog:

Action:

PAN A LITTLE MORE, AS B.N. WALKS TO THE OTHER SIDE OF THE CART.

Timing:



PAUSE.

- ARM FLOPS OVER AS BEE MARIONETTE LANDS

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME

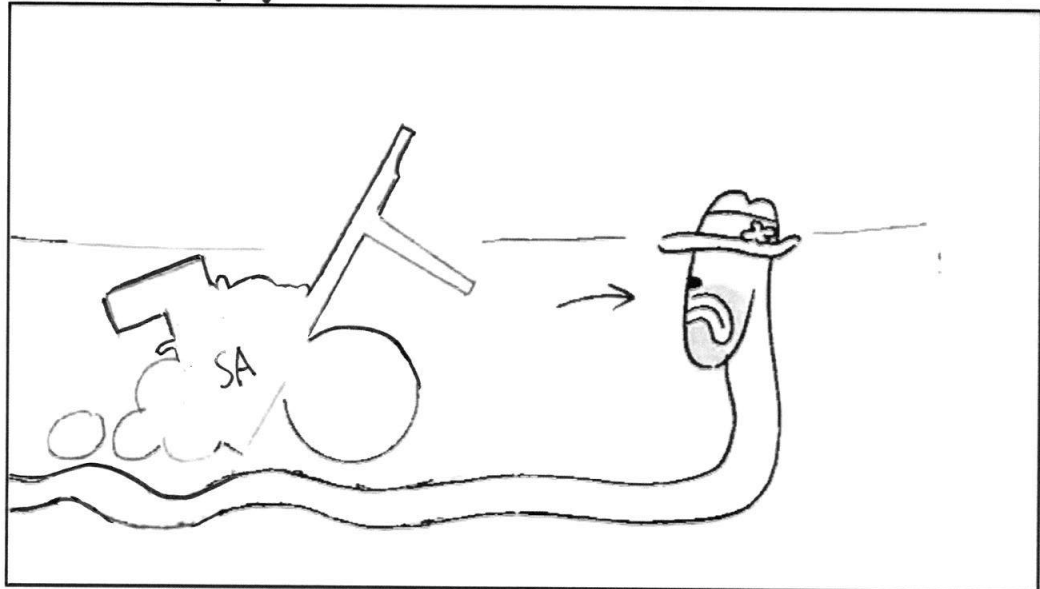


Page 334
No. 195335-336
day night

Sc. 130 CONT Pnl. K

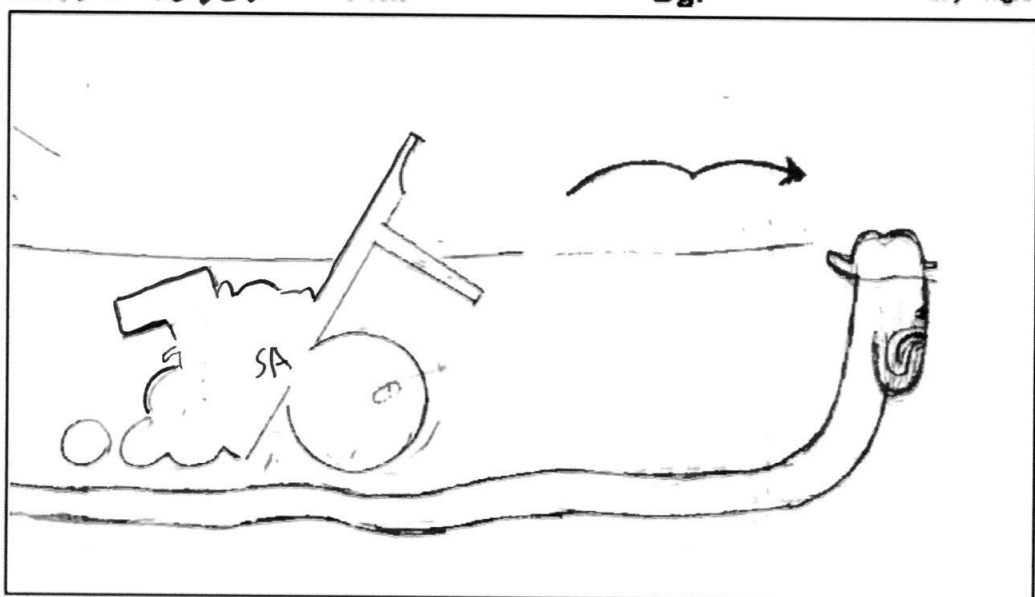
Bg.

day night



Sc. 130 CONT Pnl. L

Bg.



Dialog:

Action: PAN A LITTLE MORE, AS B.N. WALKS TO THE OTHER SIDE OF THE CART.

PAUSE.

Timing:

DEC 13 2013

EPISODE #

1025-162

Production :

1025/162

1025/162

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1025/162

Cut

ADVENTURE TIME



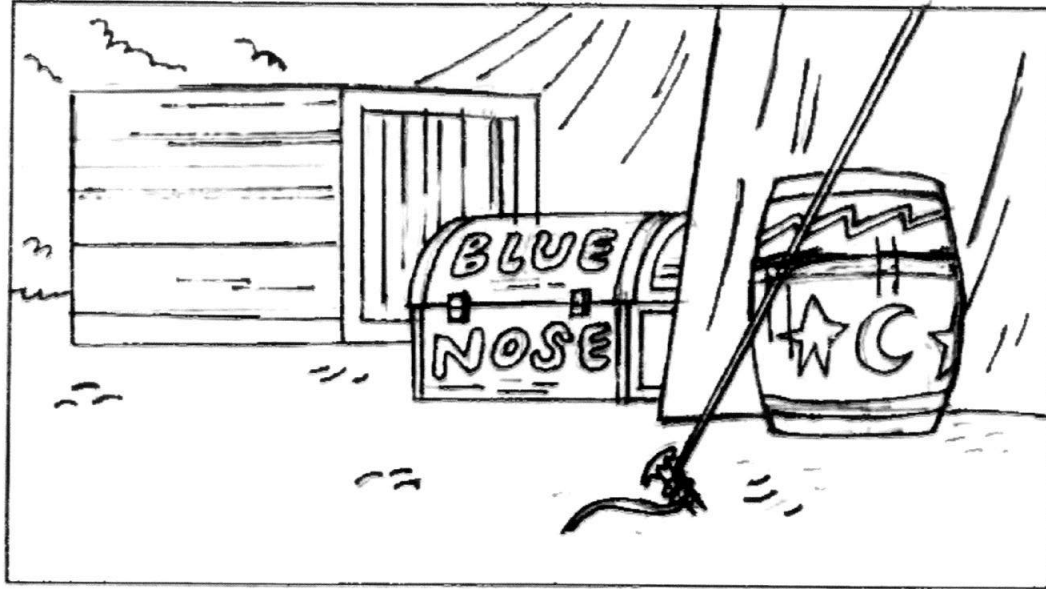
Page 337

Sc. 131

Pnl. A

Bg.

day night

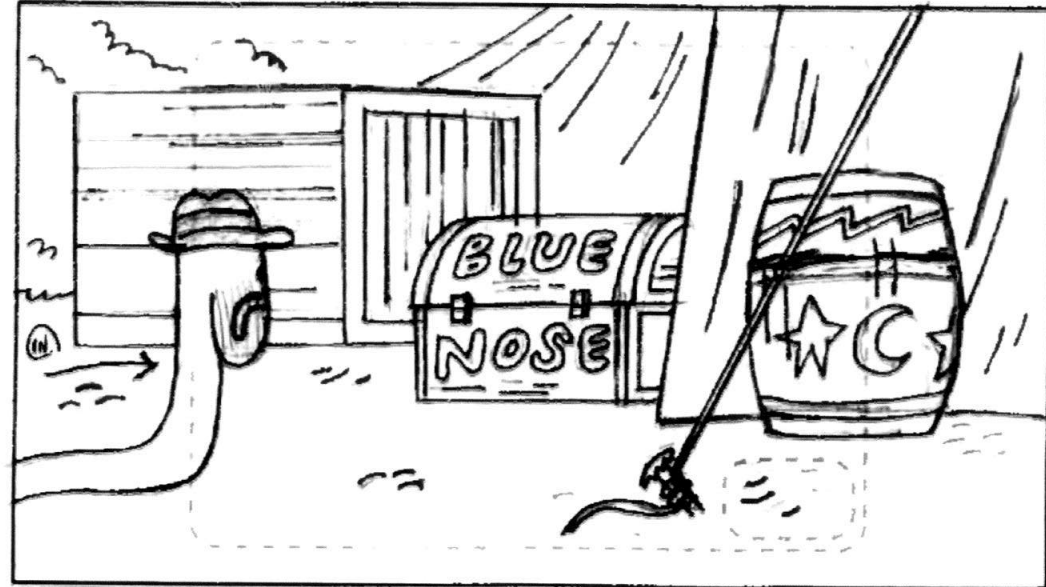


Sc. 131 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

ON BLUE NOSE'S TRUNK OF CLOWN PROPS.

BLUE NOSE ENTERS.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

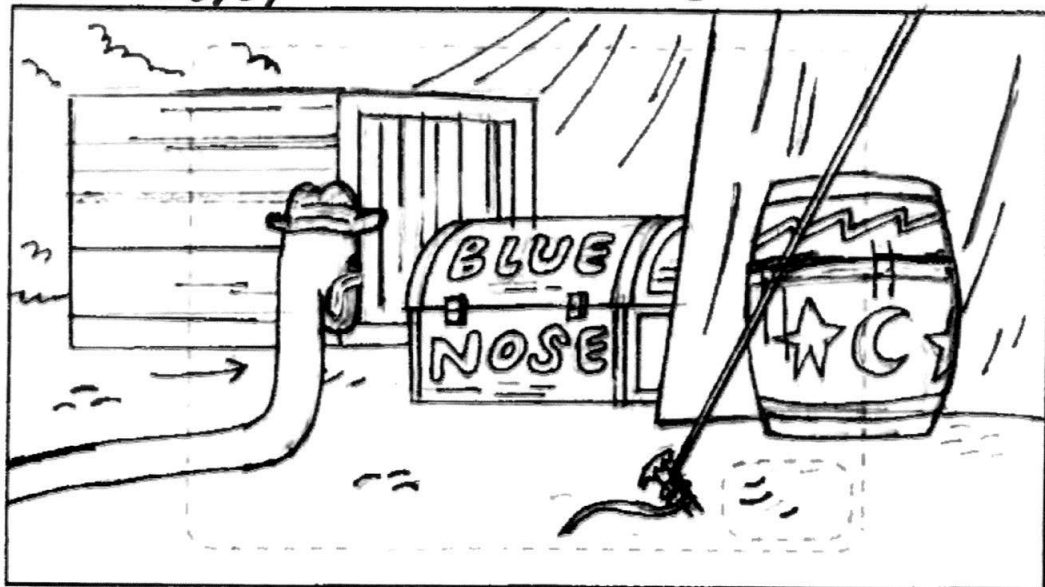


Page 338

Sc. 131 CONT Pnl. C

Bg.

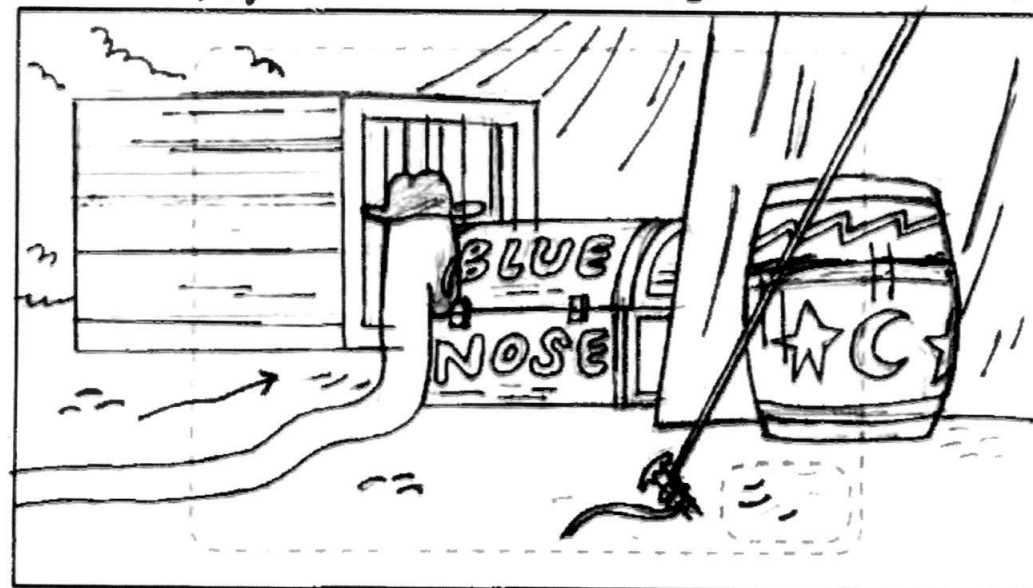
day night



Sc. 131 CONT Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE WALKS TO THE TRUNK.

BLUE NOSE REACHES THE TRUNK.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

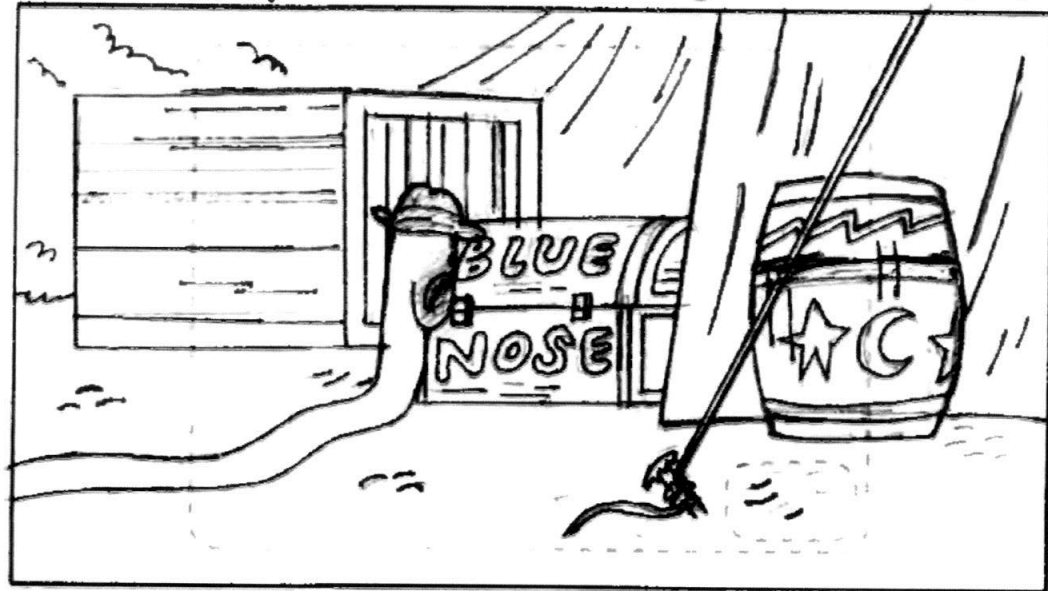
1025/162

ADVENTURE TIME

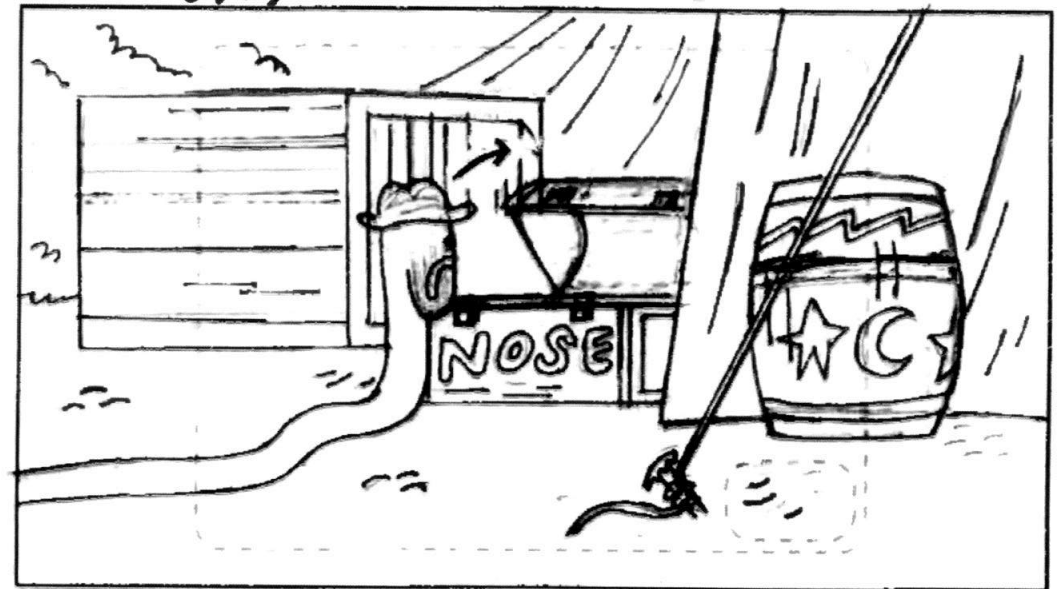


Page 339

Sc. 131 CONT Pnl. E Bg. day night



Sc. 131 CONT Pnl. F Bg. day night



Dialog:	SFX: SQUEEK! (TRUNK LID.)	
Action:	ANTIC. OPEN TRUNK.	BLUE NOSE OPENS TRUNK.
Timing:	DEC 13 2013	

Hu
Cust

1025-162

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

HO
Cut

ADVENTURE TIME



Page 340

Sc. 132

Pnl. A

Bg.

day night



Sc. 132 *cont*

Pnl. B

Bg.

day night



HO
Cut

1025-162

EPISODE #

1025/162

Dialog:

Action:

CLOSE ON THE CONTENTS OF THE TRUNK,
INCLUDING A WHOOPEE CUSHION AND A
SELTZER BOTTLE.

SHIFT B.N., LOOKING INTO TRUNK.

Timing:

DEC 13 2013

Production :

1025/162

Ho
Cut

ADVENTURE TIME



Page 341

Sc. 133

Pnl. A

Bg.

day night



Sc. 133 CONT

Pnl. B

Bg.

day night



Dialog:

Action:

KIND OF A REVERSE ANGLE, OF B.N.
LOOKING INTO THE TRUNK.

- BEGIN IRIS OUT.
- MAYBE A SOFT EDGE ON THE IRIS.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

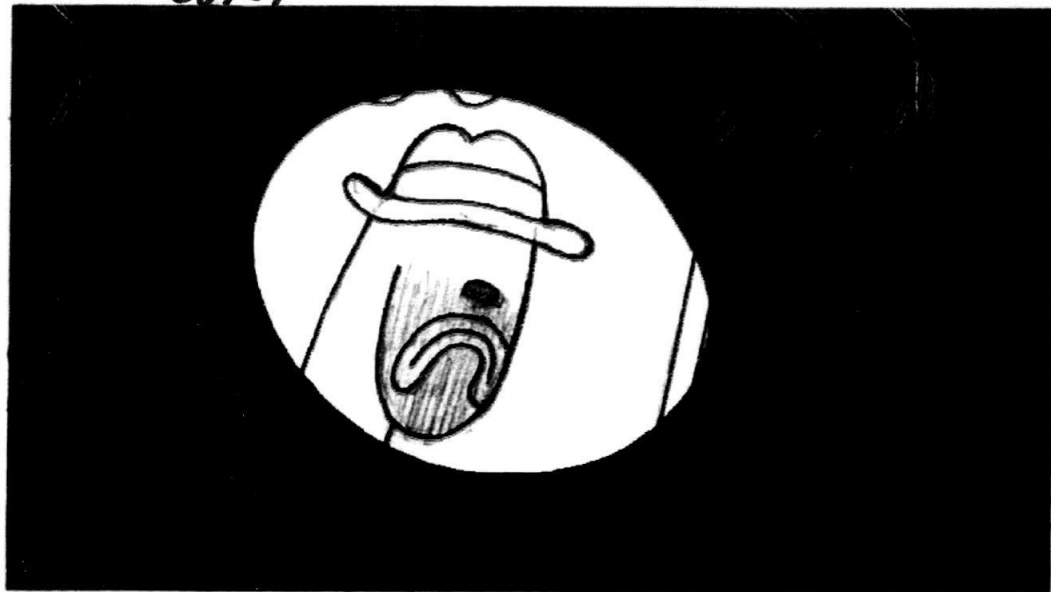


Page 342

Sc. 133 *CONT* Pnl. C

Bg.

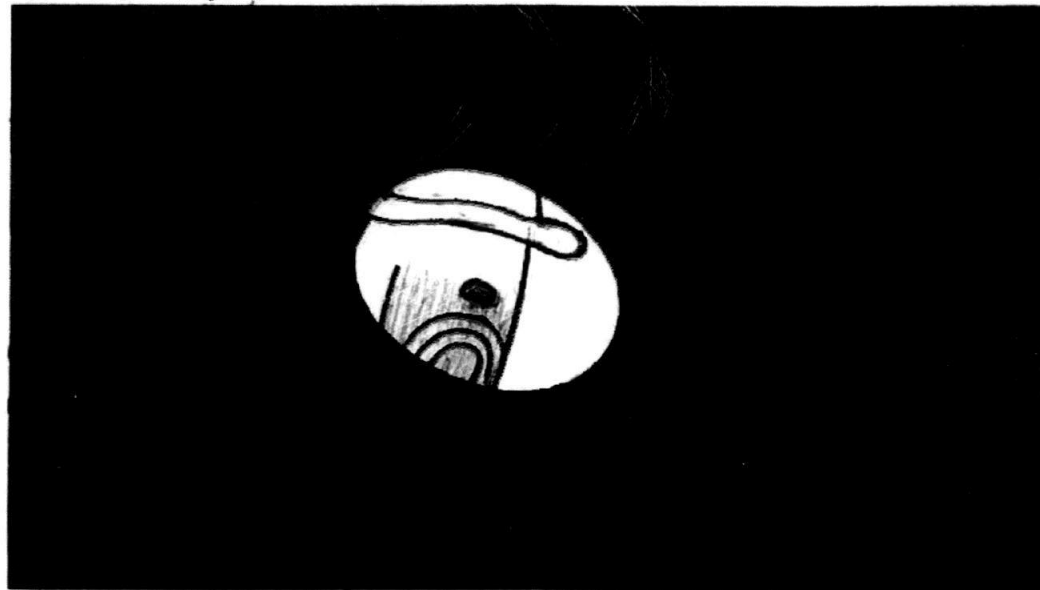
day night



Sc. 133 *CONT* Pnl. D

Bg.

day night



Dialog:

Action: *CONT. IRIS OUT*

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 343

HV
cut

Sc. 133 *CONT* Pnl. E

Bg.

day night



Sc. 133 *CONT* Pnl. F

Bg.

day night



1025-162

EPISODE #

1025/162

Dialog:	
Action:	CONT. IRIS OUT (ON BLUE NOSE'S NOSE) BLACK SCREEN.
Timing:	

DEC 13 2013

Production :

1025/162

1025/162

HW
Cont

ADVENTURE TIME



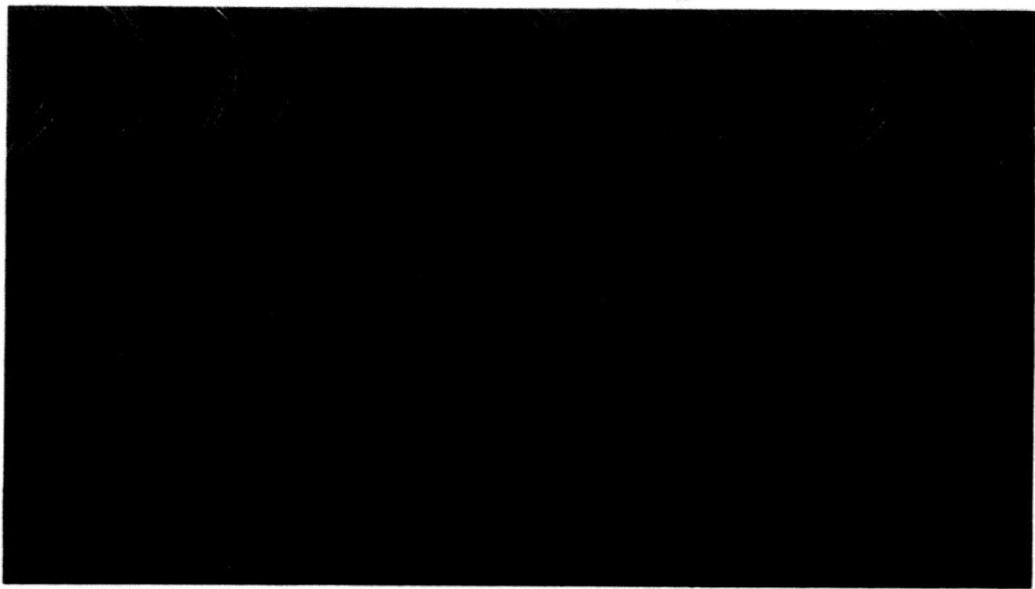
Page 344

Sc. 134

Pnl. A

Bg.

day night

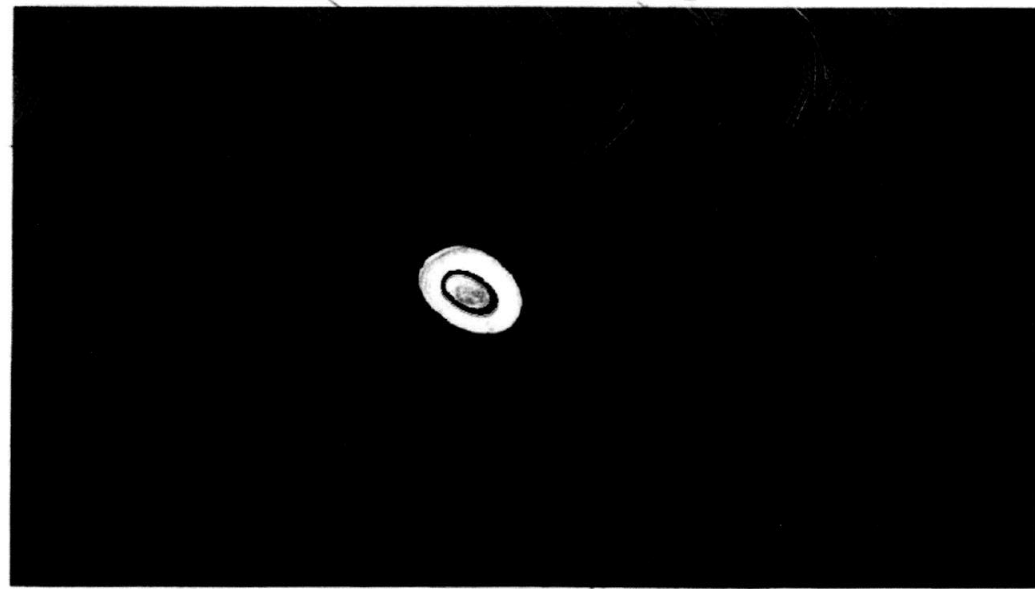


Sc. 134 *cont*

Pnl. B

Bg.

day night



Dialog:

MUSIC: BOUNCY CIRCUS MUSIC . . .

. . .

Action:

IRIS BEGINS OPENING

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page **345**

Sc. 134 *CONT* Pnl. C

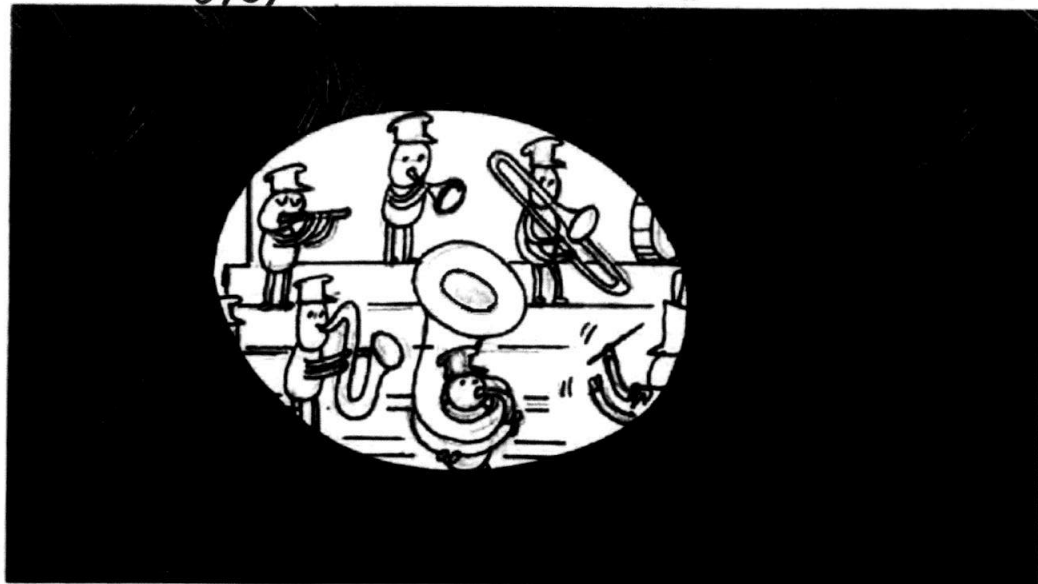
Bg.

day night

Sc. 134 *CONT* Pnl. D

Bg.

day night



Dialog:

CONT. BOUNCY CIRCUS MUSIC ...



Action:

- CONT. IRIS OPENING ...
- REVEAL THE CIRCUS BAND.

(THE BAND LEADER IS WAVING HIS ARMS ENERGETICALLY.)

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME



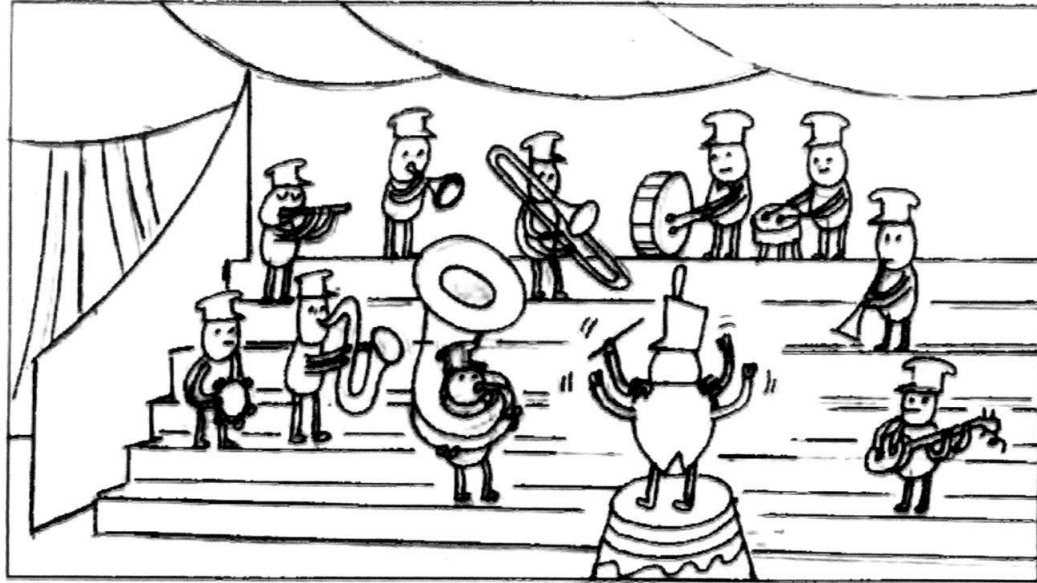
Page 346

Cut

Sc. 134 CONT Pnl. E

Bg.

day night



Sc. 134 CONT Pnl. F

Bg.

day night



Dialog: CONT. BOUNCY CIRCUS MUSIC ...

Action:

Timing:



DEC 13 2013

EPISODE #

Production :

1025-162

1025/162

1025/162

1025/162

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Cut

ADVENTURE TIME



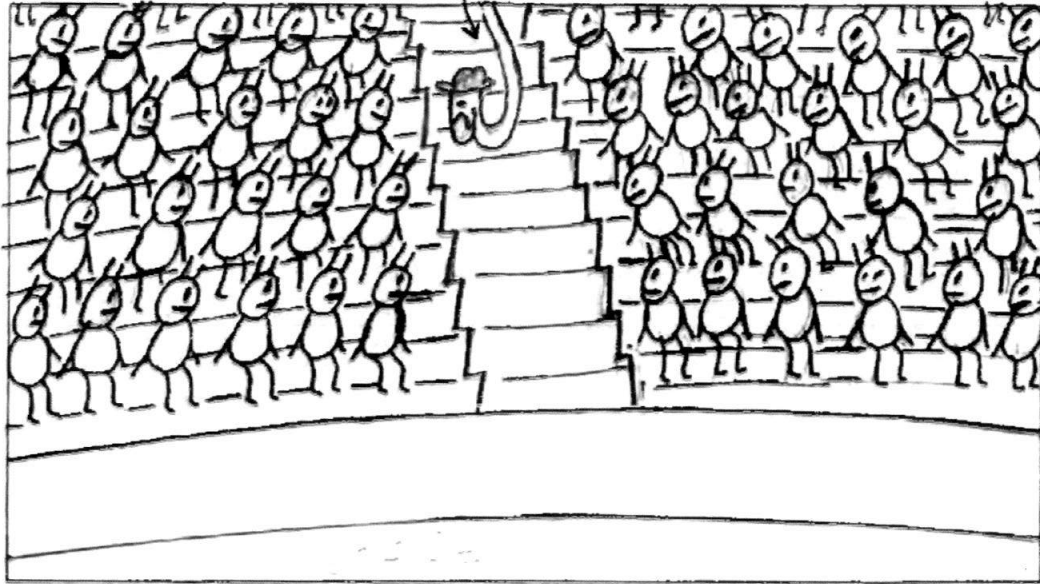
Page 347

Sc. 135

Pnl. A (12)

Bg.

day night

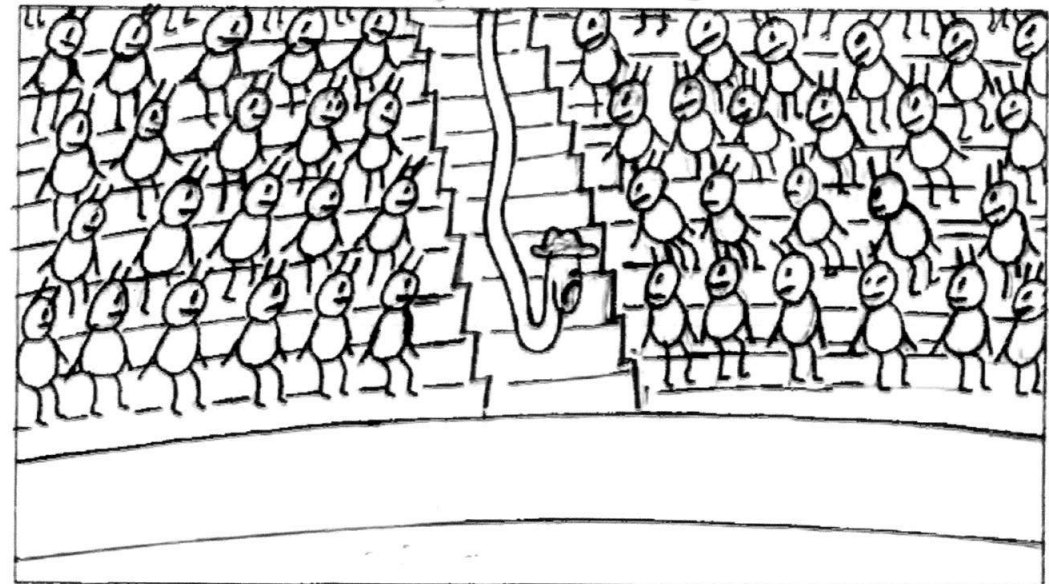


Sc. 135 cont

Pnl. B

Bg.

day night

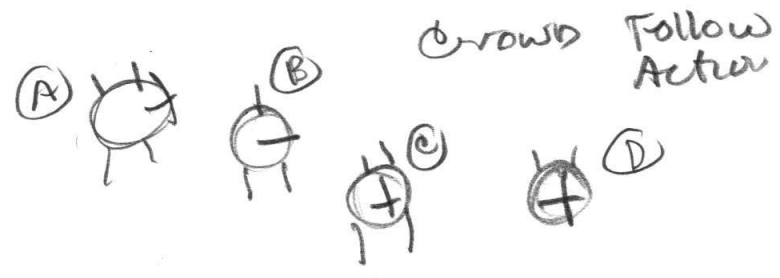


Dialog:

Action:

- WIDE ON AUDIENCE.
- BLUE NOSE COMES DOWN STAIRS, QUICKLY.

Timing:



DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

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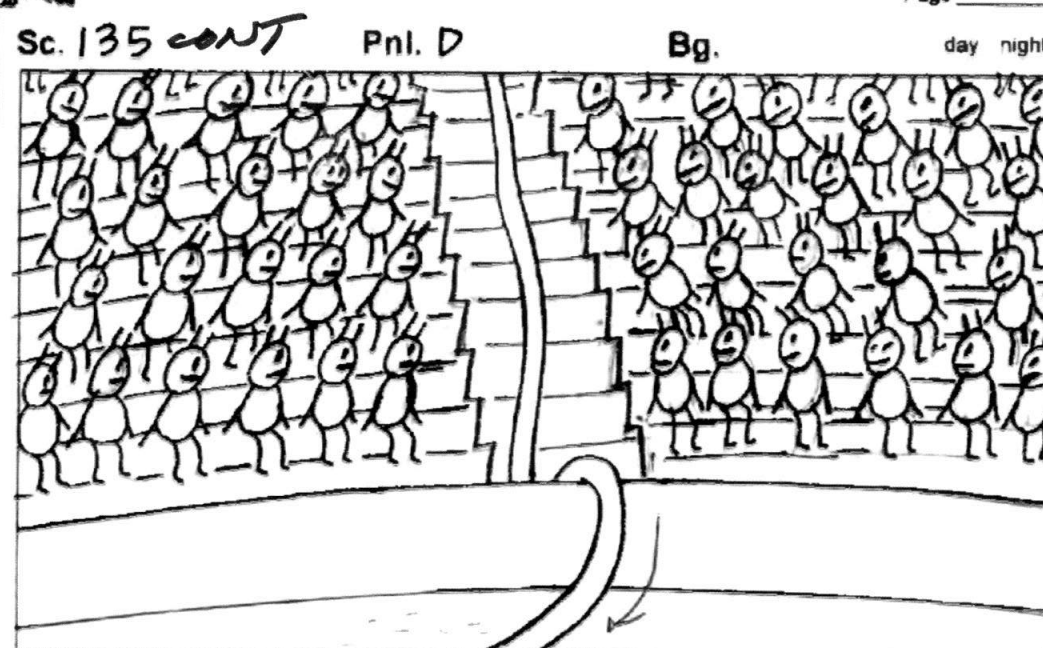
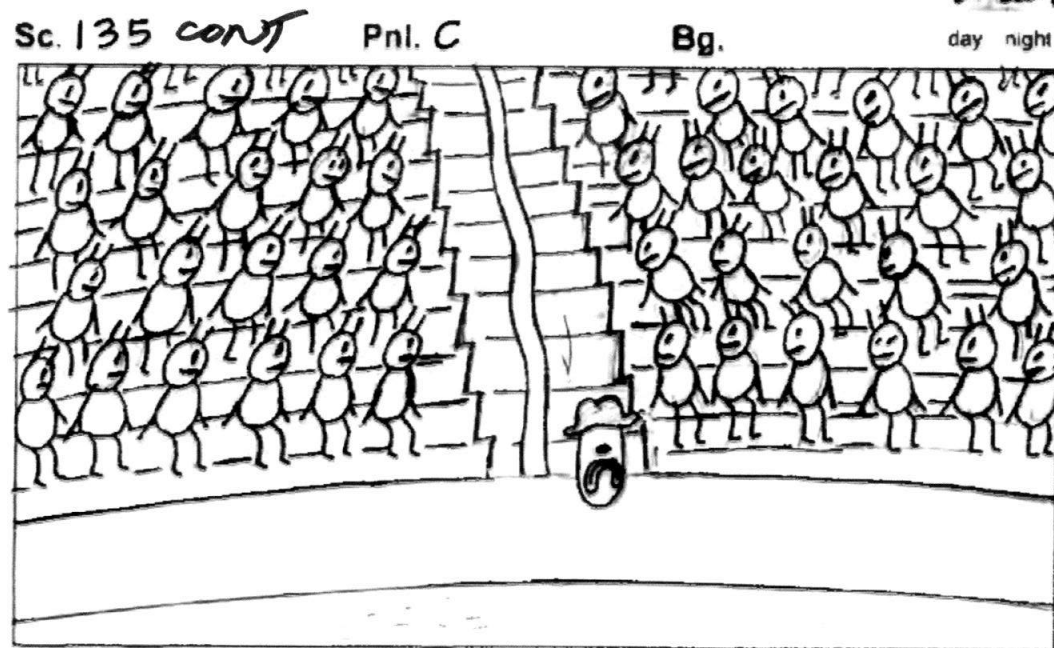
1025/162

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ADVENTURE TIME



Page 348



Ho
Cut

1025-162

EPISODE #

1025/162

Dialog:
Action:
Timing:

DEC 13 2013

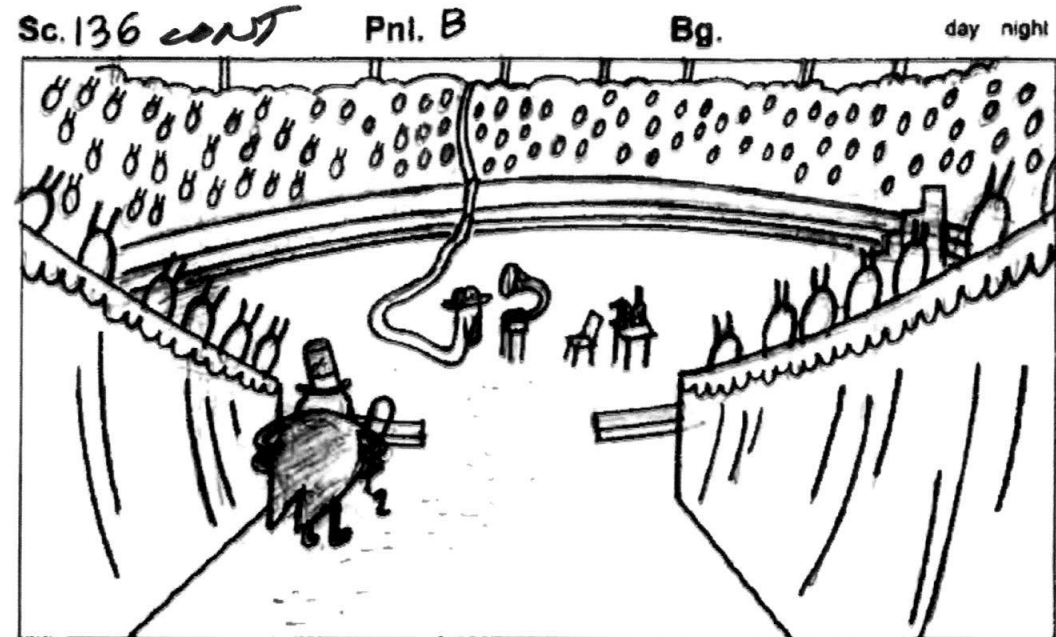
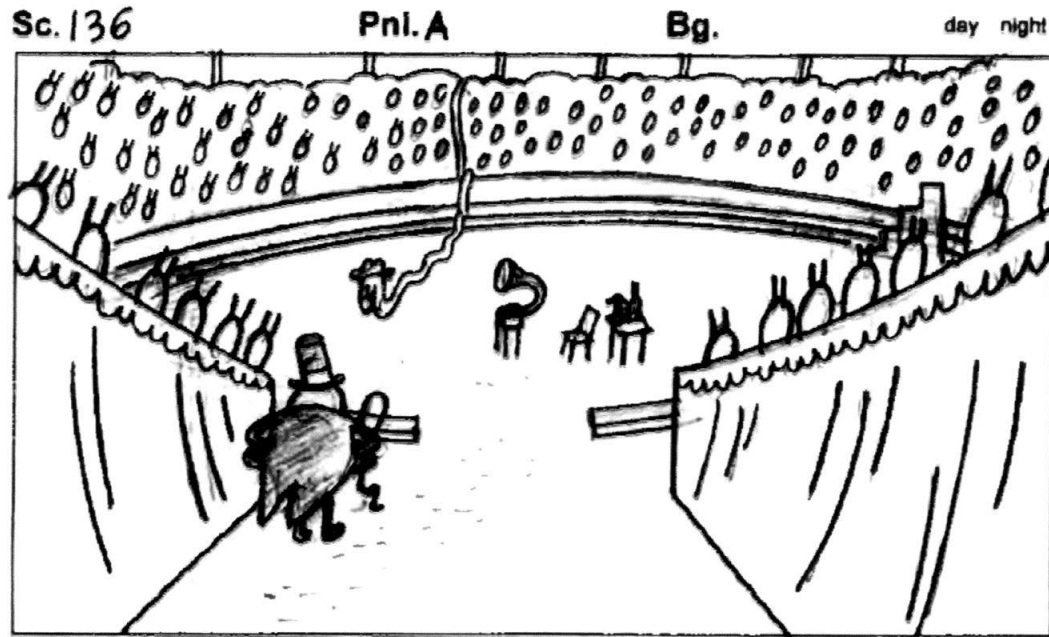
Production :

1025/162

ADVENTURE TIME



Page 349



Dialog:

Action: - VIEW FROM JUST INSIDE AN ENTRANCE.
- HOLD RINGMASTER.
- BLUE NOSE APPROACHES VICTROLA.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 350

Sc. 137

Pnl. A

Bg.

day night



Sc. 137 *cont*

Pnl. B

Bg.

day night



Dialog: MUSIC: BOUNCY CIRCUS MUSIC . . .

Action: RE-USE THE BAND FROM SC. 134

Timing:

DEC 13 2013

EPISODE #

1025-162

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

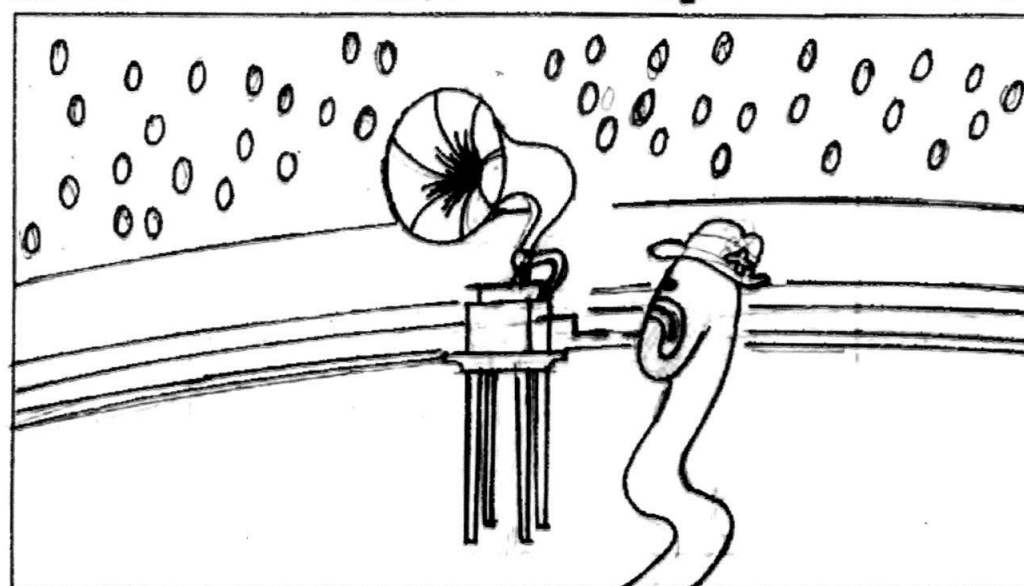


Page 351

Sc. 137 *CONT* Pnl. C Bg. day night



Sc. 138 Pnl. A Bg. day night



Dialog:	MUSIC STOPS.	
Action:	THE BAND LEADER HOLDS HIS ARMS OUT TO STOP THE BAND PLAYING. (THEY STOP.)	ON BLUE NOSE WITH THE VICTROLA.
Timing:	DEC 13 2013	

1025-162
EPISODE #
Production :

1025/162

1025/162

1025/162

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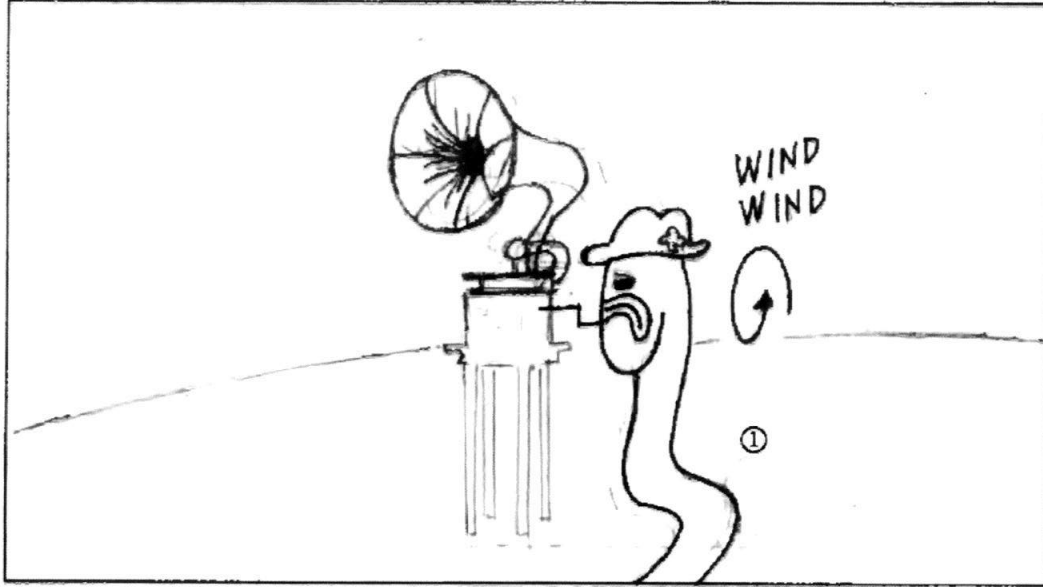
Page 352

Sc. 138 *CONT*

Pnl. B

Bg.

day night

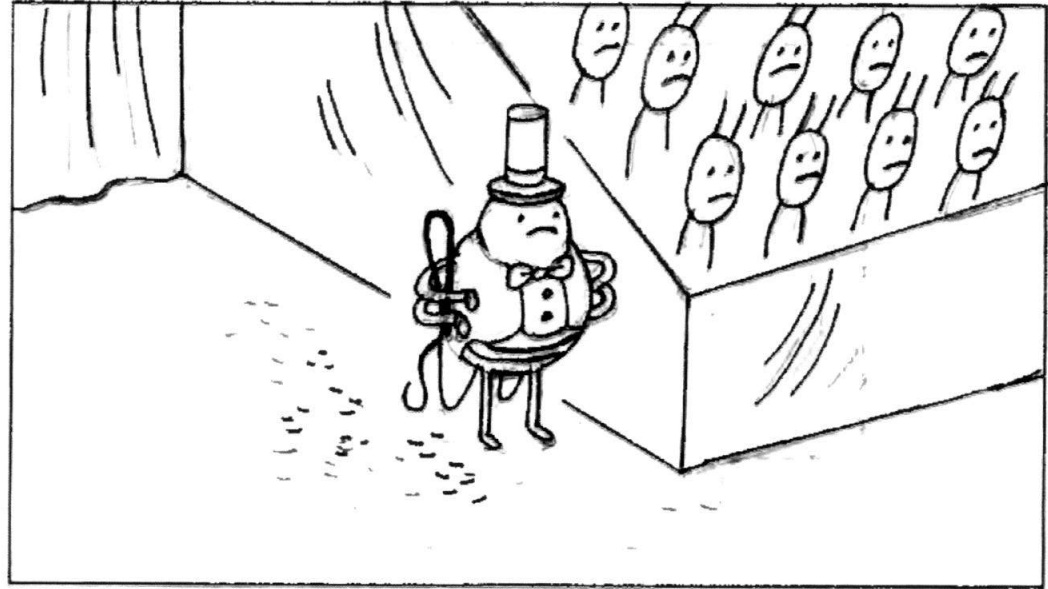


Sc. 139

Pnl. A

Bg.

day night



Dialog:

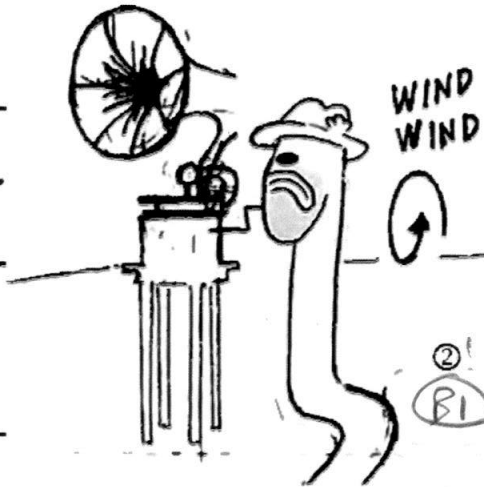
SFX: WIND WIND WIND

Action:

BLUE NOSE WINDS THE VICTROLA.
(QUICK WINDING MOVEMENTS.)

Timing:

CYCLE 1 - 2



ON RINGMASTER AND AUDIENCE.
NEUTRAL EXPRESSIONS.

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

Cut

ADVENTURE TIME



Page 353

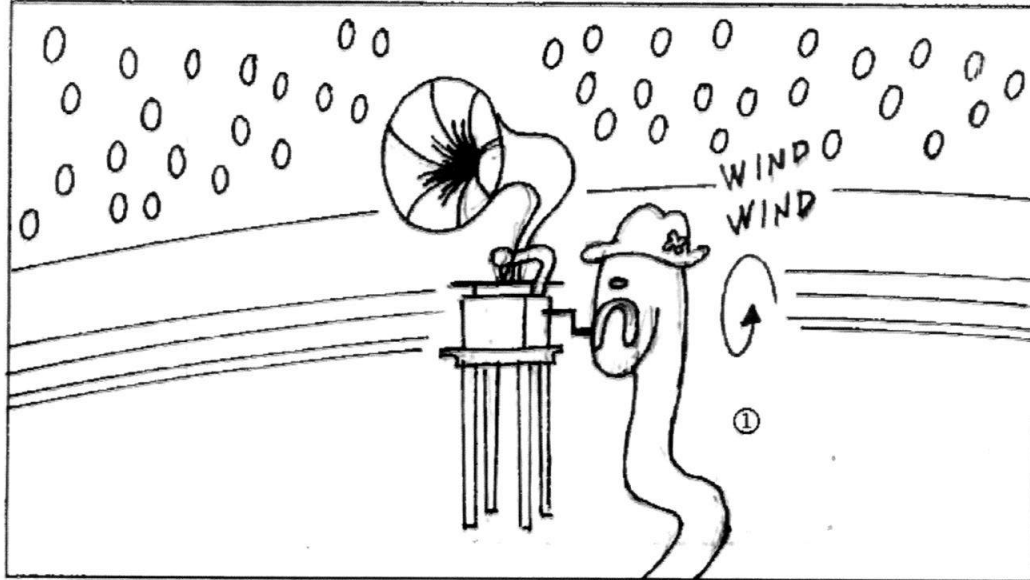
Cut

Sc. 140

Pnl. A

Bg.

day night

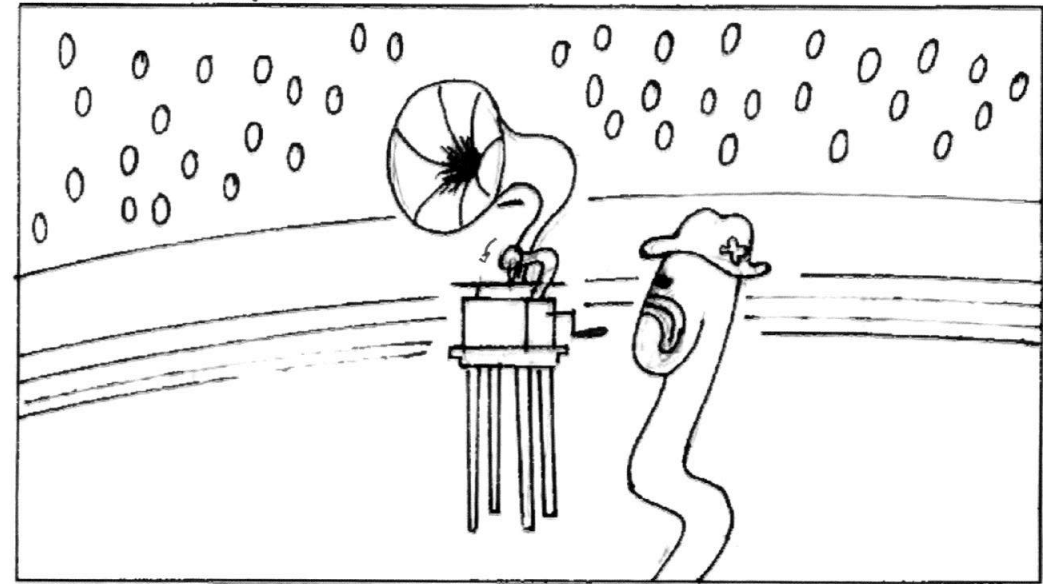


Sc. 140 *cont*

Pnl. B

Bg.

day night

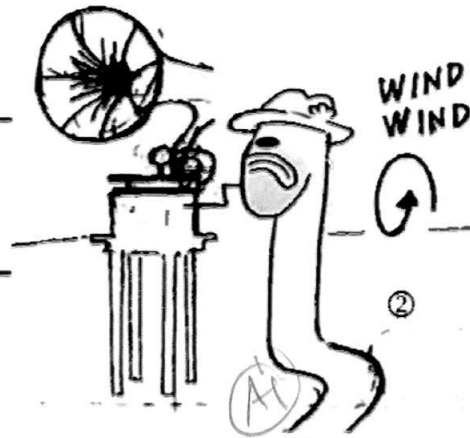


Dialog: SFX: WIND WIND WIND

MUSIC: MELANCHOLY MUSIC
(CONT. THROUGH TO SC. 155+1)

Action:
BLUE NOSE WINDING VICTROLA
AS IN SC. 138

Timing:



BLUE NOSE STOPS WINDING. THE OLD
MELANCHOLY MUSIC STARTS.

DEC 13 2013



Slight slow bob
Action to Needle
ARM.

EPISODE #

1025-162

Production :

1025/162

1025/162

1025/162

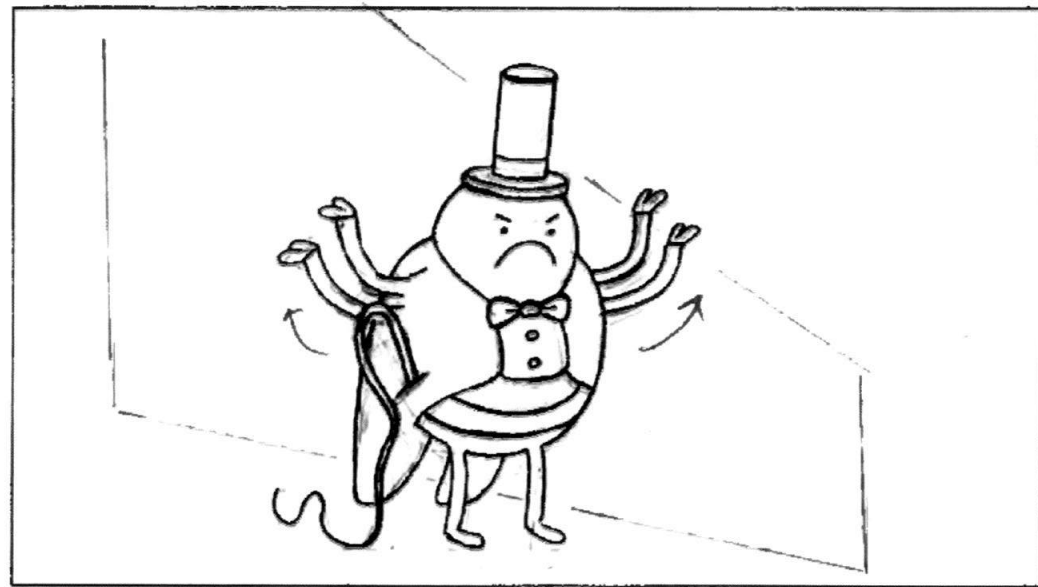
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W.A.



Page 354

day night



DEC 13 2013

1025/162

Production :

1025/162

ADVENTURE TIME



NO
SC
142

Page 355

Cut

Sc. 141 *cont* Pnl. C

Bg.

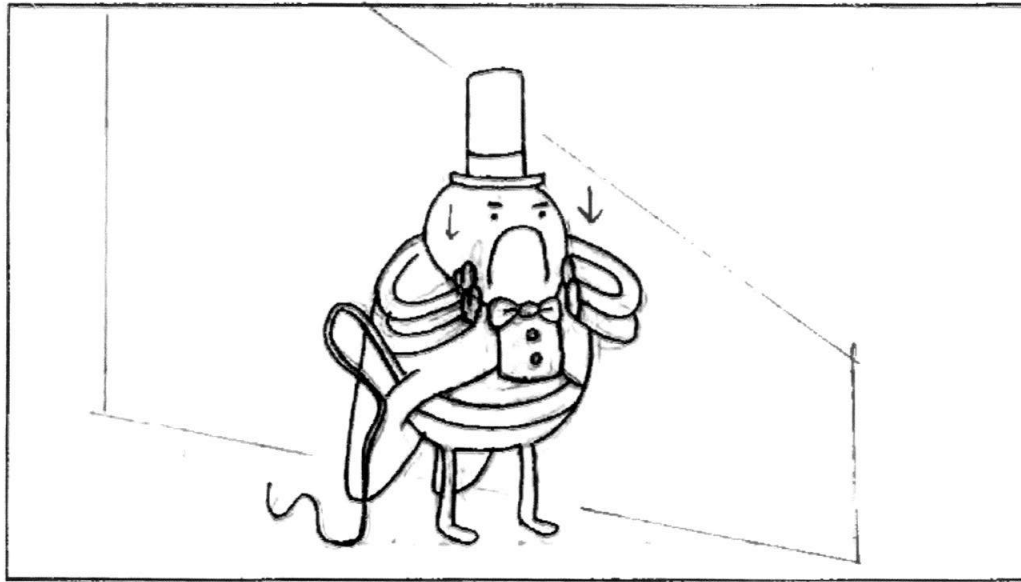
day night



Sc. 141 *cont* Pnl. D

Bg.

day night



1025-162

EPISODE #

1025/162

Production :

Dialog: SFX: SLAP!

Action: RINGMASTER DOES A FACEPALM.

-RM PULLS DOWN ON FACE.

Timing:

DEC 13 2013

1025/162

1025/162

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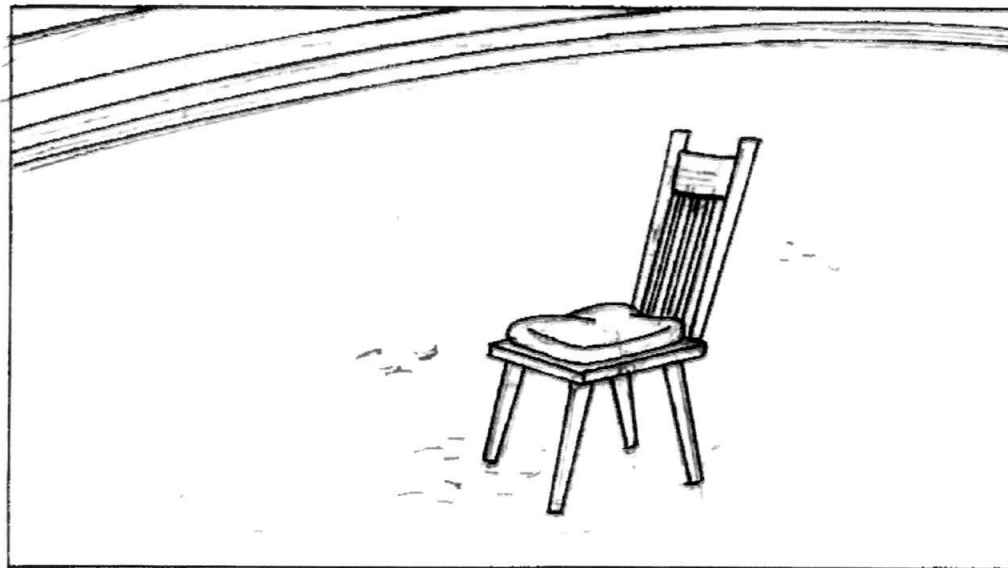
Page 356

Sc. 143

Pnl. A

Bg.

day night

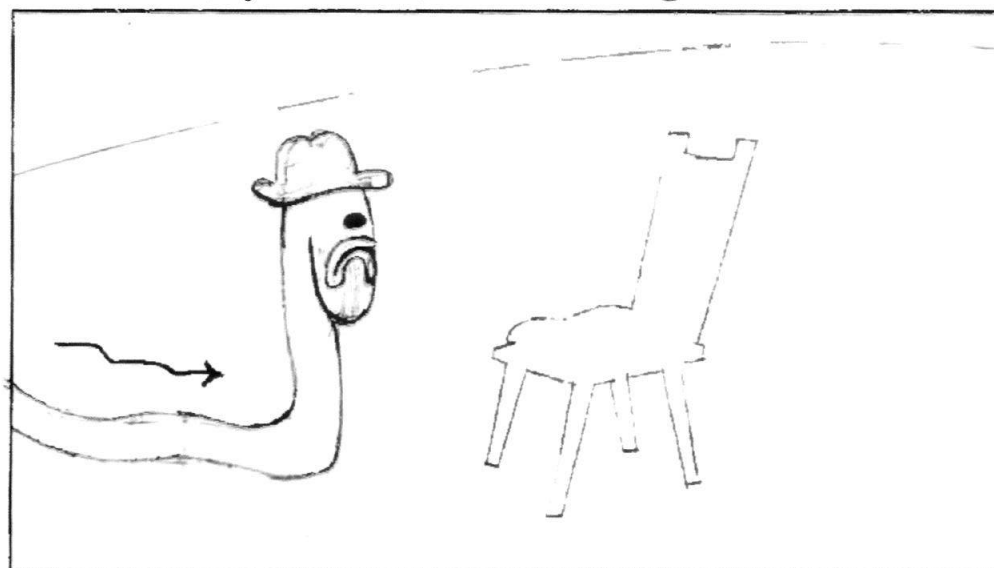


Sc. 143 *CONT*

Pnl. B

Bg.

day night



Dialog:

Action:

ON PROP CHAIR.

BLUE NOSE ENTERS.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

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Cut

ADVENTURE TIME

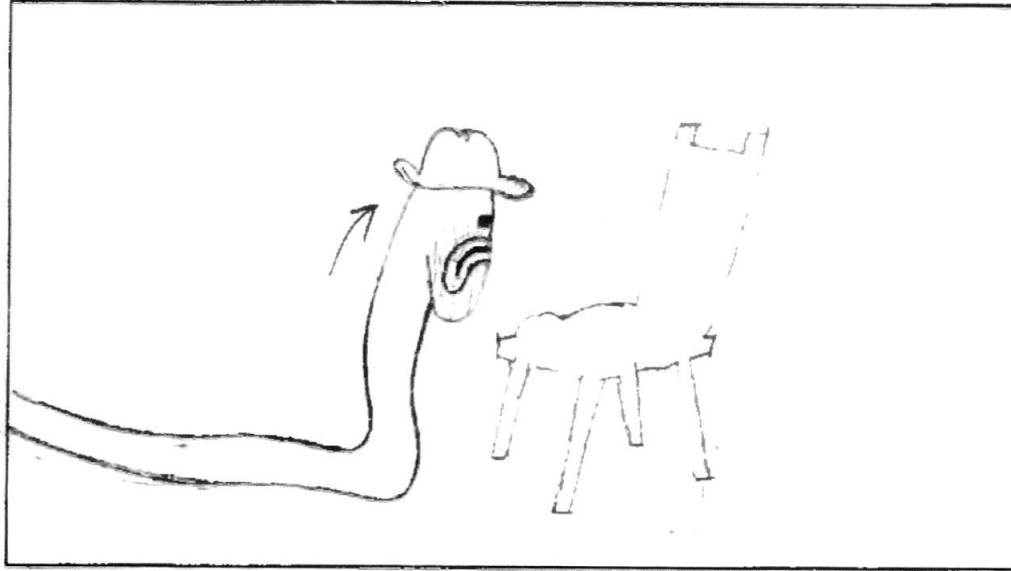


Page 357

Sc. 143 *CONT* Pnl. C

Bg.

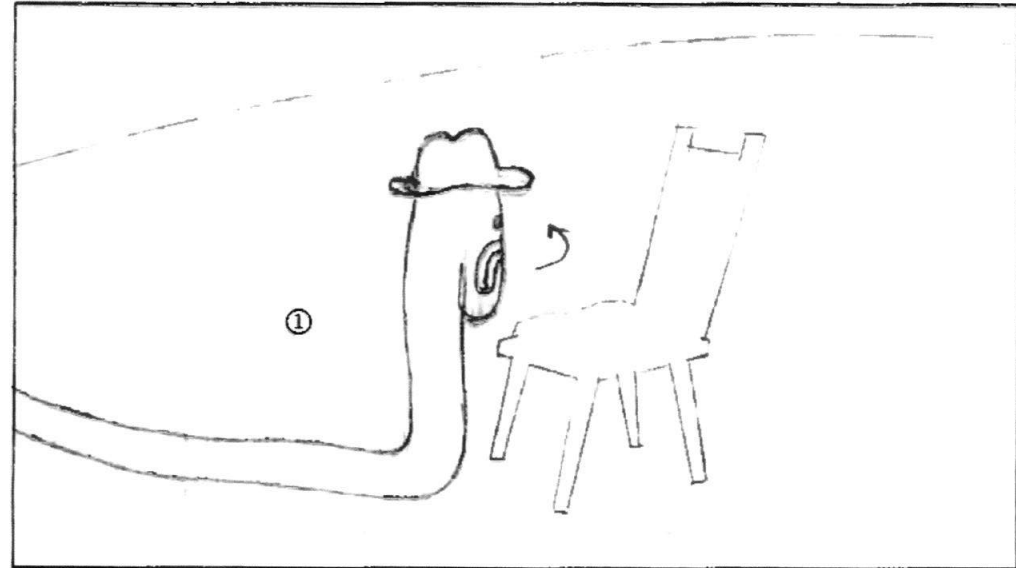
day night



Sc. 143 *CONT* Pnl. D

Bg.

day night

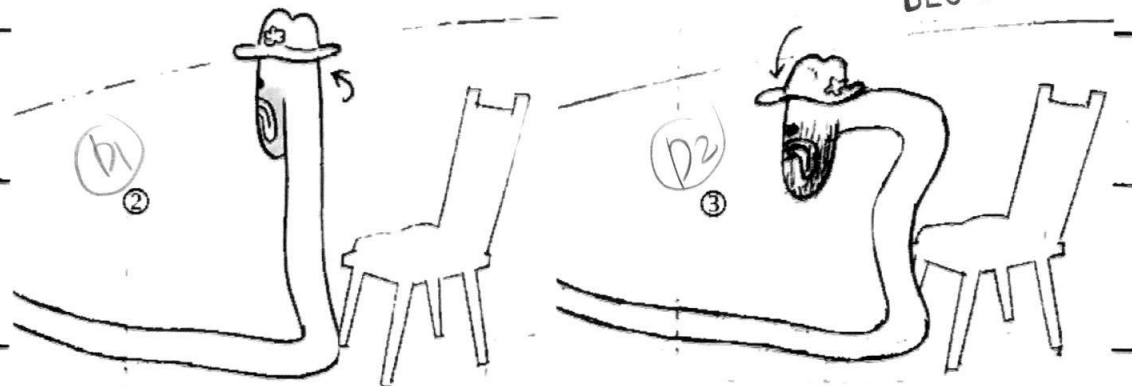


Dialog:

Action:

(LOOKS AT CHAIR.)

Timing:



EPISODE #

1025-162

Production :

1025/162

1025/162

ADVENTURE TIME

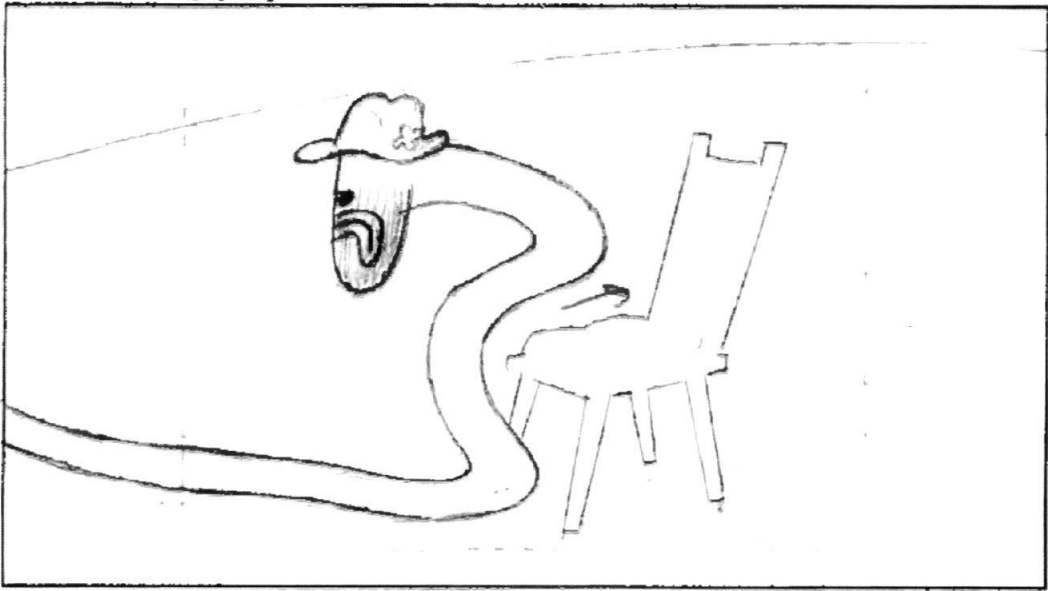


Page **358**

Sc. 143 *CONT* Pnl. E

Bg.

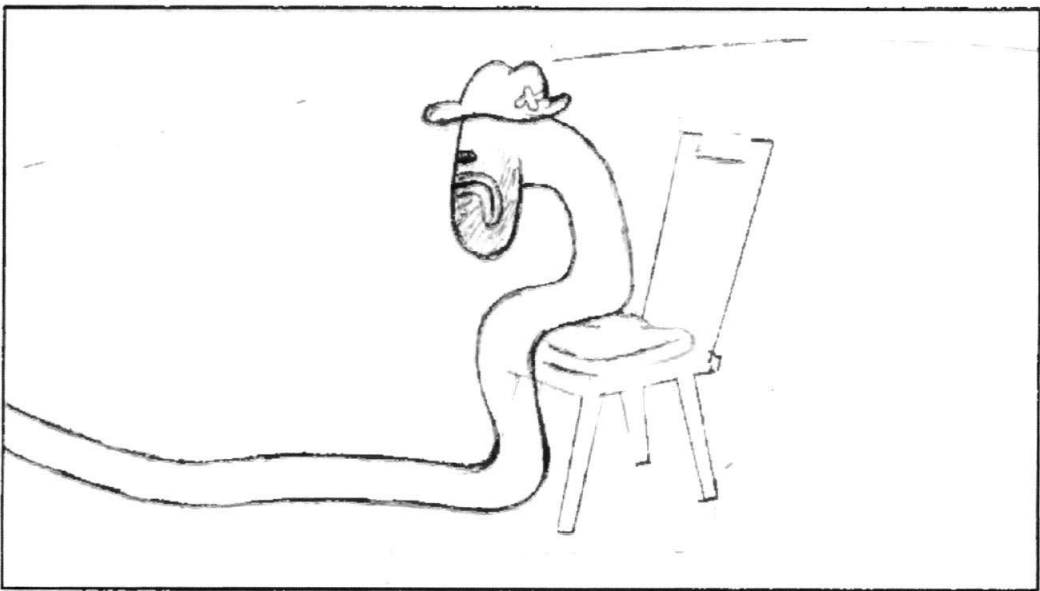
day night



Sc. 143 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

BLUE NOSE GOES TO SIT ON THE CHAIR.

A SLOW,
GENTLE SETTLE.

Timing:

DEC 13 2013



EPISODE #

1025-162

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

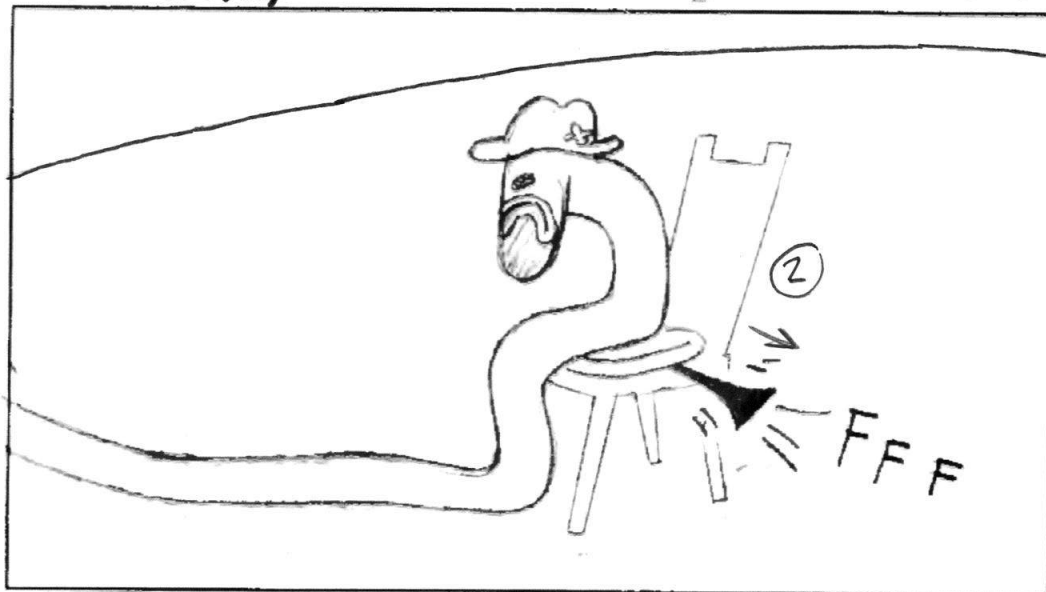


Page 359

Sc. 143 *CONT* Pnl. G

Bg.

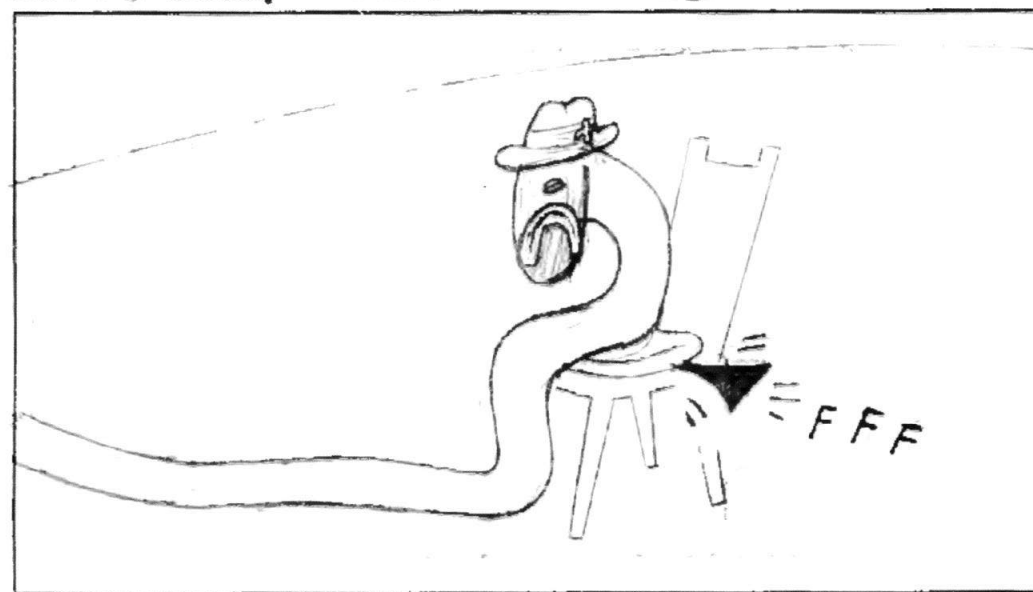
day night



Sc. 143 *CONT* Pnl. H

Bg.

day night



Dialog: SFX: FFFFF! (WHOOPEE CUSHION)

Action: WHEN BLUE NOSE IS FULLY SETTLED,
THE WHOOPEE CUSHION COMES TO LIFE.

Timing:



DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

Cut

Cut

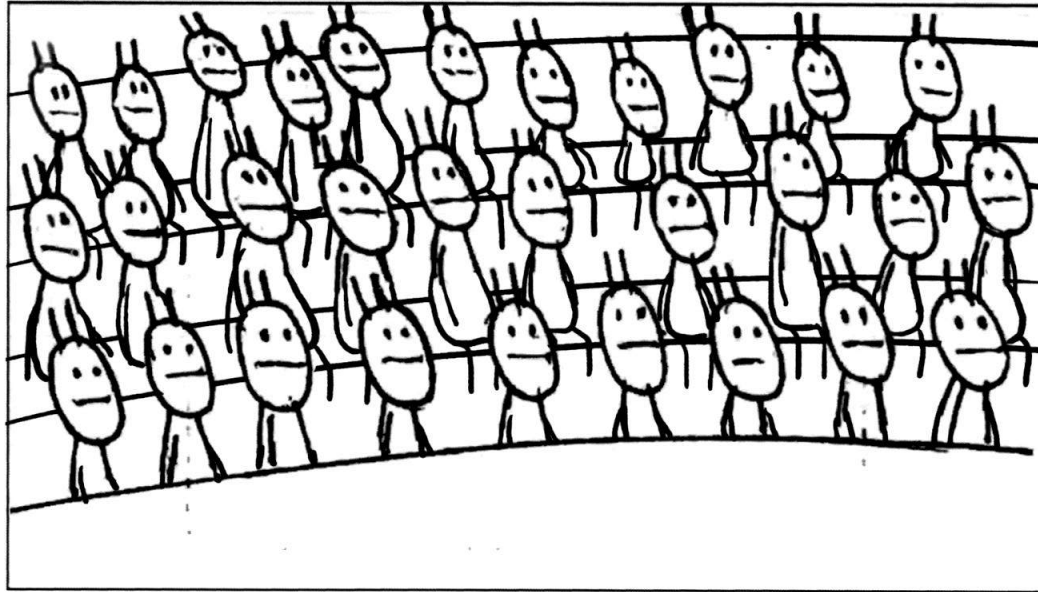
ADVENTURE TIME



Sc. 144

Pnl. A

day night

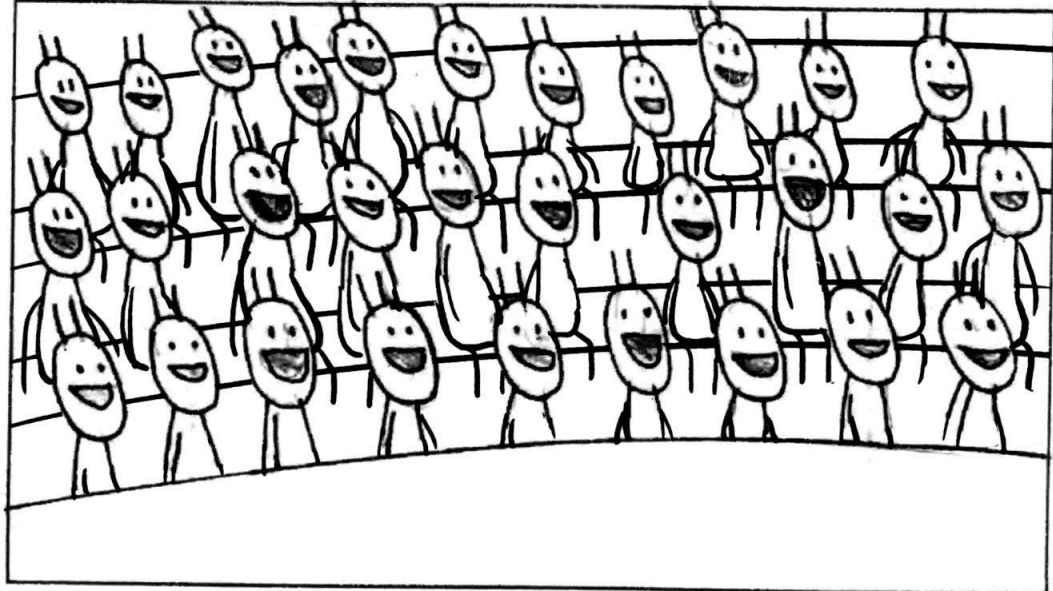


Sc. 144 CONT

Pnl. B

Ba.

Page 360
360 NEXT
day night



Dialog:

AUDIENCE: HA HA HA!

Action:

ON AUDIENCE

ON AUDIENCE, LAUGHING FINALLY!

Timing:

DEC 13 2013

EPISODE #

1025-162

1025/162

Production :

1025/162

Cut
Hw

ADVENTURE TIME

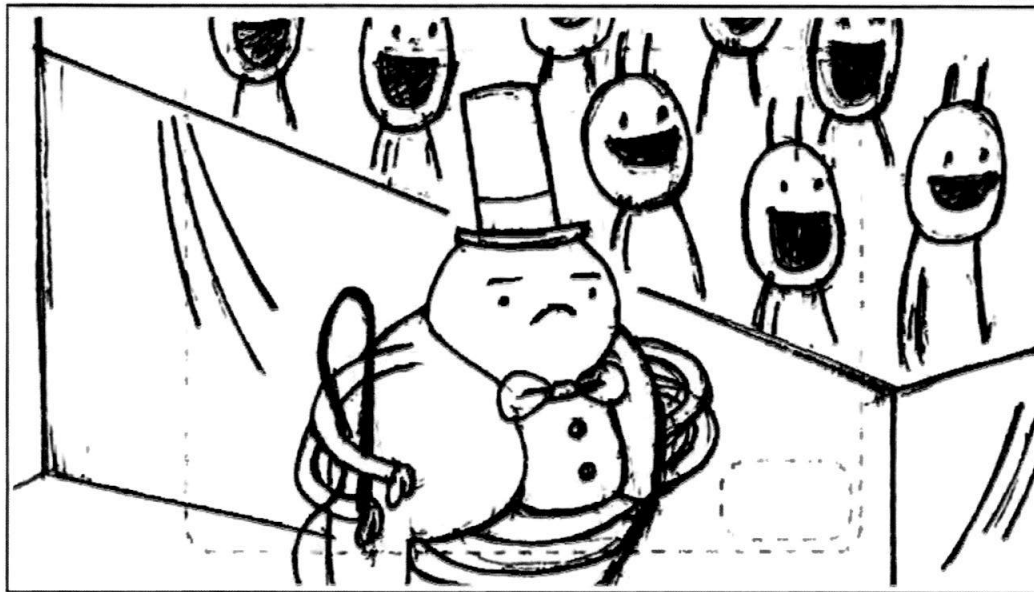


Page 360A
361 NEXT
day night

Sc. 145

Pnl. A

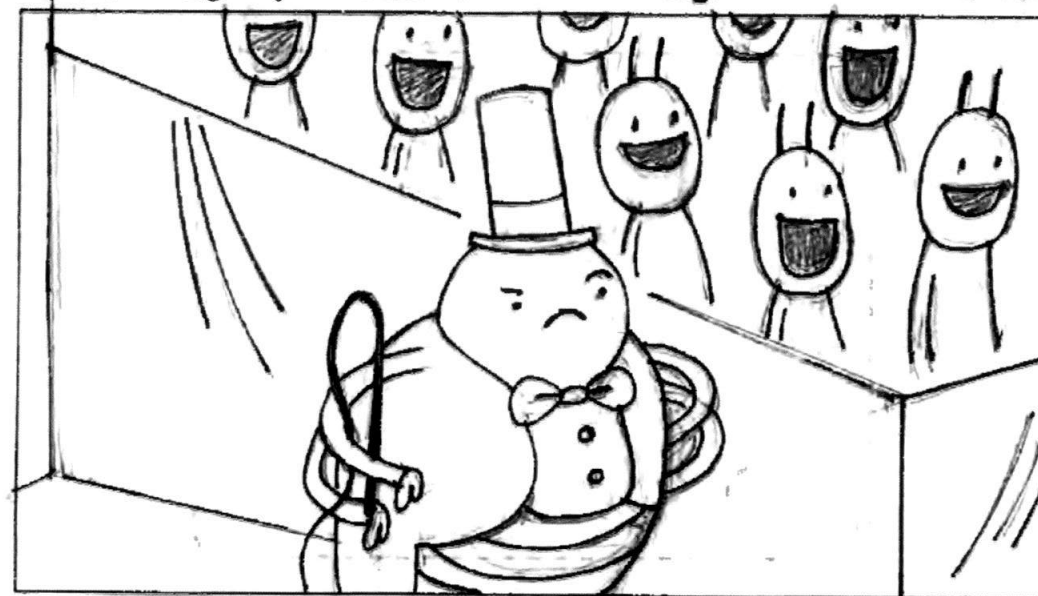
day night



Sc. 145 CONT

Pnl. B

Bg.



Dialog:

AUDIENCE: HA HA HA! (DELIGHTED.)

AUDIENCE: HA HA HA!

Action:

ON AUDIENCE, LAUGHING FINALLY!

ON RINGMASTER AND AUDIENCE.
RINGMASTER LOOKS UNIMPRESSED BY B.N.

Timing:

DEC 13 2013

Production :

1025-162

EPISODE #

1025/162

1025/162

1025/162

ADVENTURE TIME

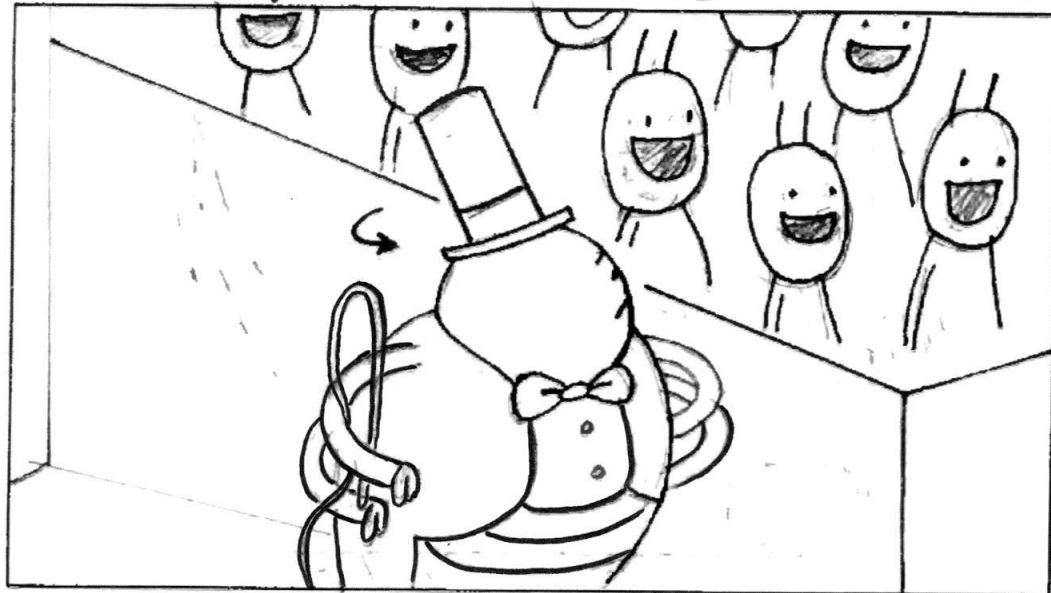


Page **361**

Sc. 145 *CONT* Pnl. C

Bg.

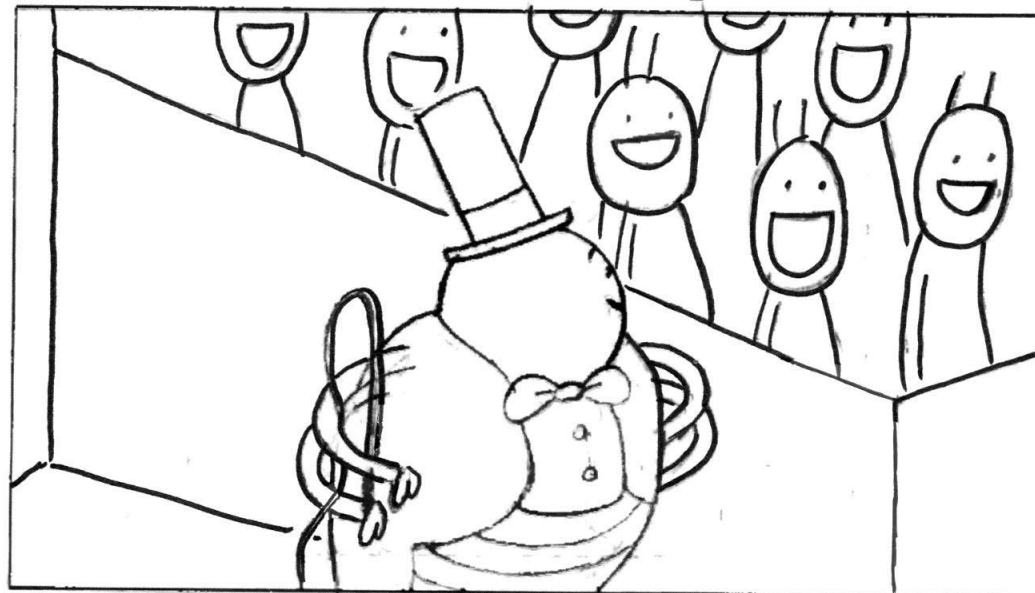
day night



Sc. 145 *CONT* Pnl. D

Bg.

day night



Dialog:

Action: THE RINGMASTER TURNS TO STUDY THE AUDIENCE REACTION TO B.N.

RINGMASTER IS HAPPY TO SEE THE AUDIENCE LAUGHING AT B.N.

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

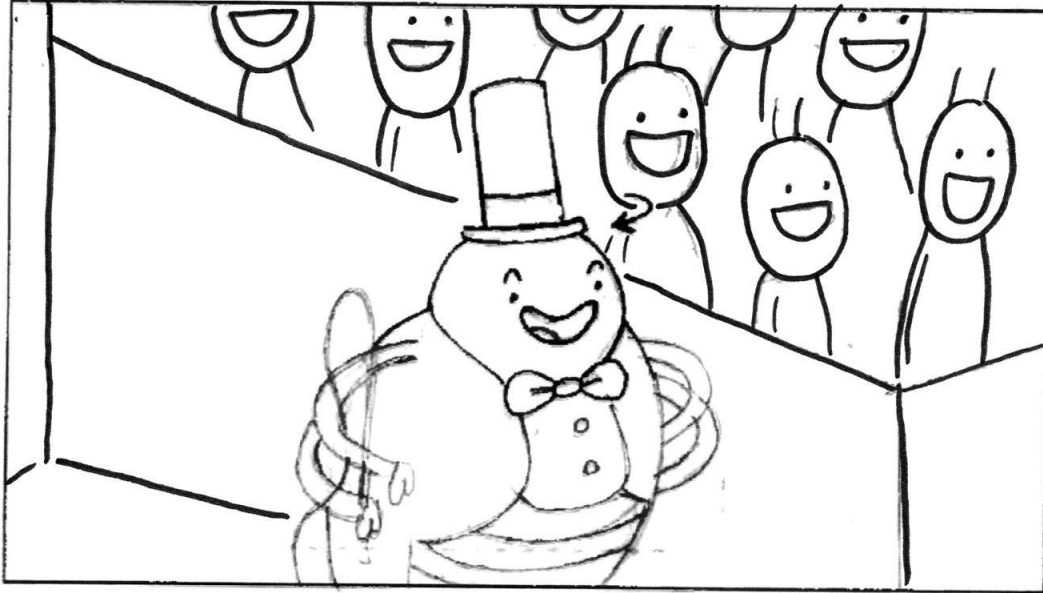
ADVENTURE TIME



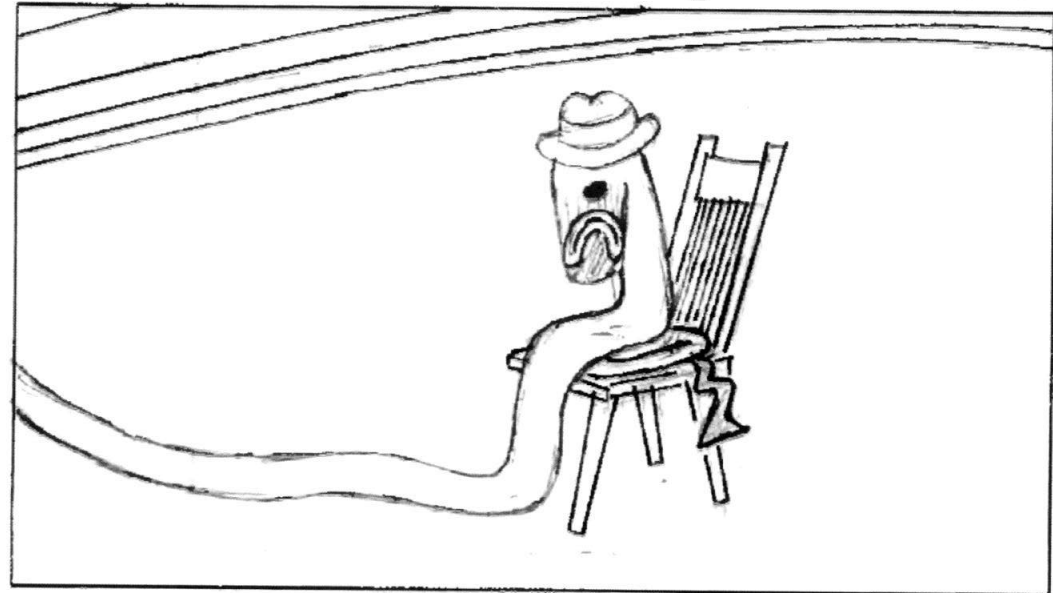
Cut

Page 362

Sc. 145 cont Pnl. E Bg. day night



Sc. 146 Pnl. A Bg. day night



Dialog: RINGMASTER: THE OLD BLUE NOSE MAGIC.
(TO HIMSELF.)

(AUDIENCE LAUGHTER DIES DOWN
AS B.N. GOES INTO THE NEXT
BIT OF HIS ROUTINE.)

Action: RINGMASTER TURNS BACK TO
LOOK AT B.N.

BLUE NOSE IS LOOKING
DOWN AT THE
WHOOPEE CUSHION.

Timing:



EPISODE # 1025-162

1025/162

Production :

1025/162

1025/162

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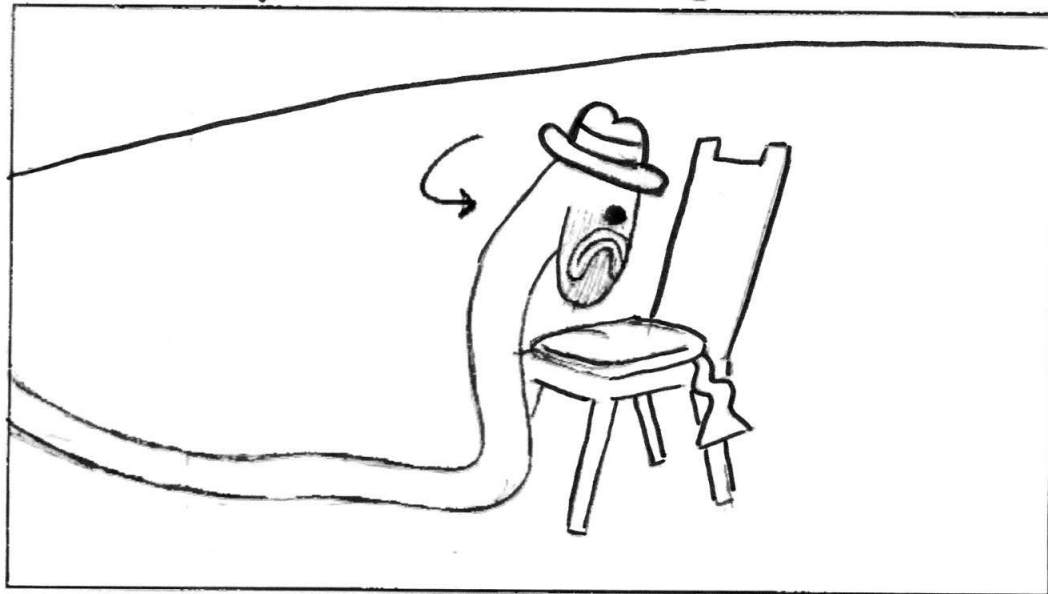


Page 363

Sc. 146 *CONT* Pnl. B

Bg.

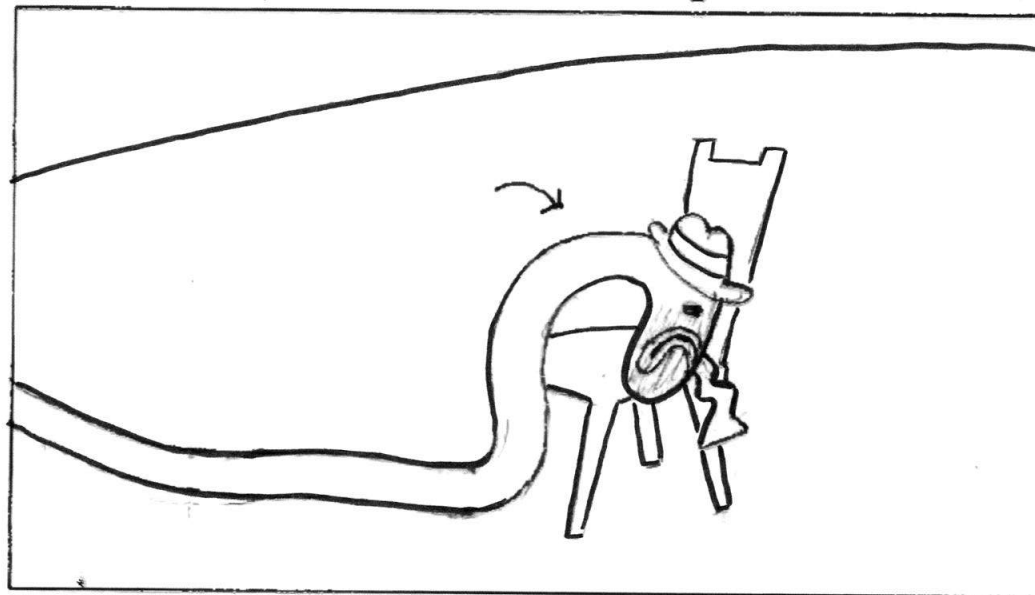
day night



Sc. 146 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

BLUE NOSE STANDS UP.

BLUE NOSE GRABS THE
WHOOPEE CUSHION.

DEC 13 2013

Timing:

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

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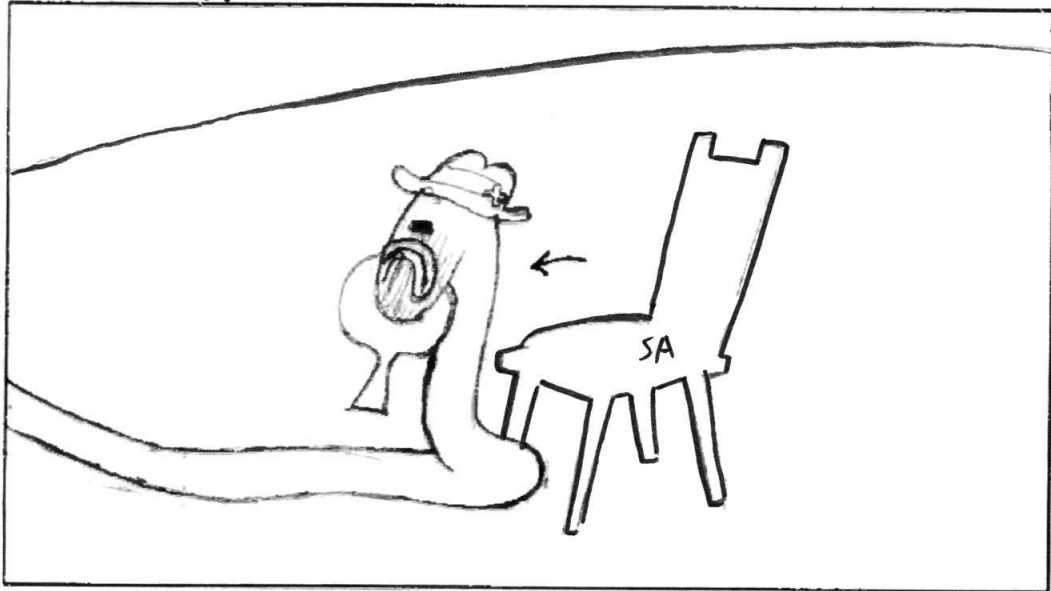


Page 364

Sc. 146 CONT Pnl. D

Bg.

day night

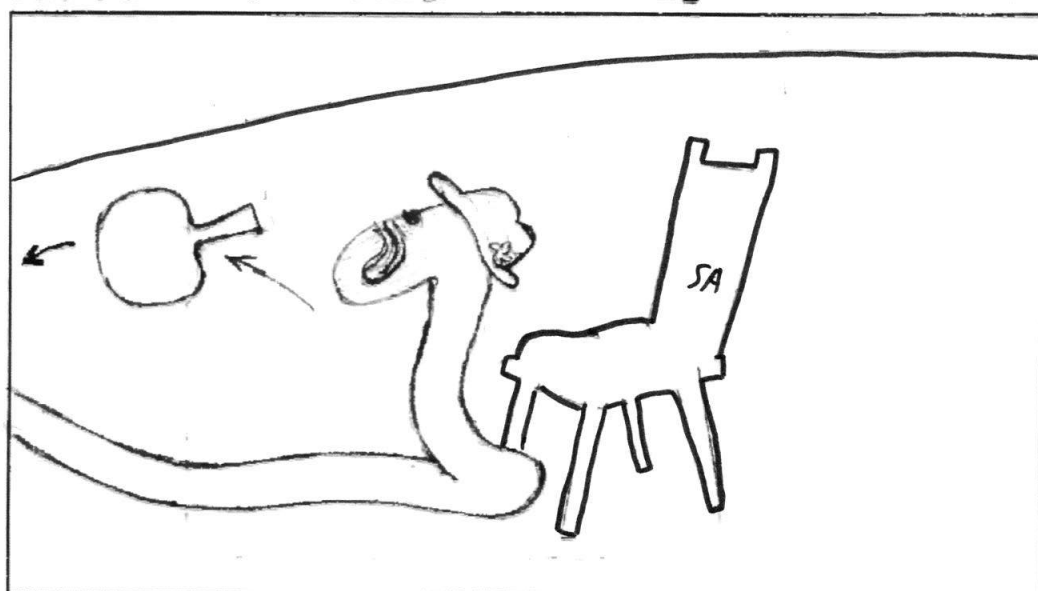


Sc. 146 CONT

Pnl. E

Bg.

day night



Dialog:

SFX: SLIDE-WHISTLE (FOR WHOOPEE CUSHION FLYING THROUGH AIR)

Action:

(HOLD POSE A BIT.)

BLUE NOSE TOSSES THE WHOOPEE CUSHION O.S.
(OKAY TO NOT 'ANTICS'-ACTION SHOULD JUST LOOK LAME.)

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

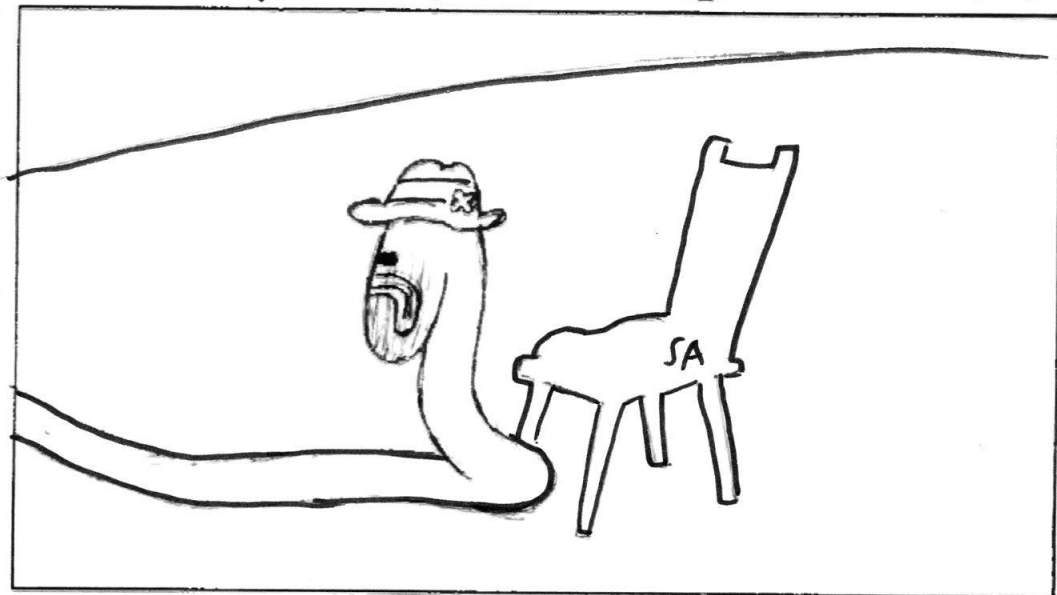
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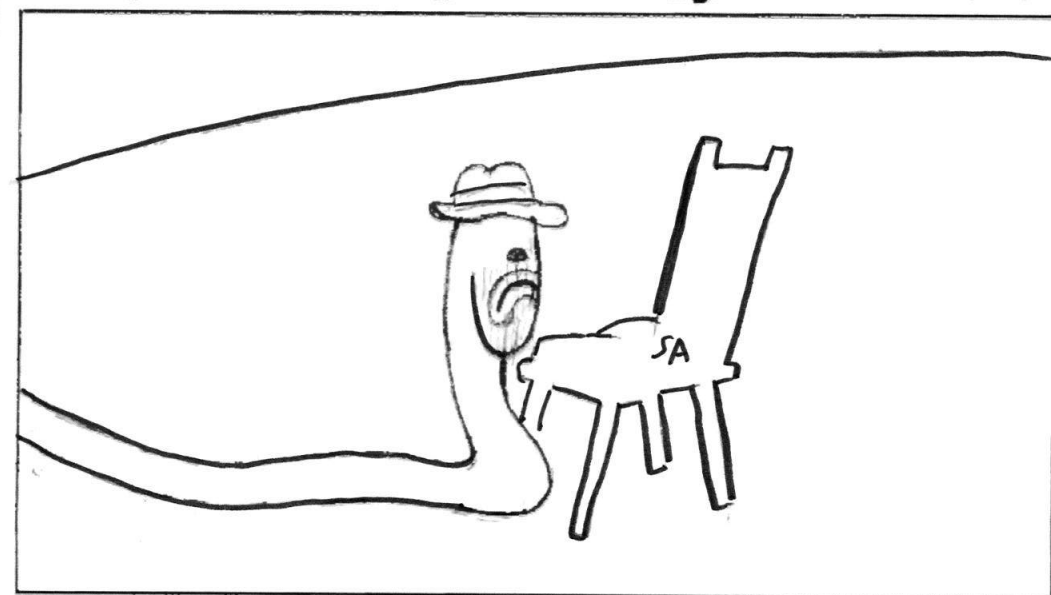


Page 365

Sc. 146 cont Pnl. F Bg. day night



Sc. 146 cont Pnl. G Bg. day night



Dialog: SFX: FFF! (WHOOPEE CUSHION LANDING)

Action: SETTLE B.N.

BLUE NOSE TURNS TO CHAIR.

DEC 13 2013

Timing:

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME

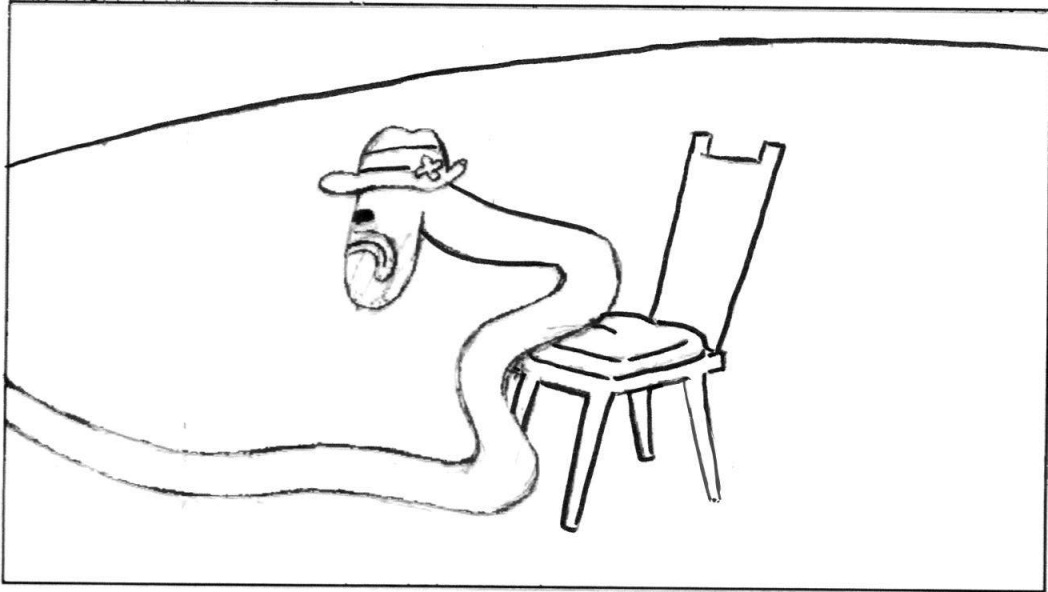


Page **366**

Sc. 146 *cont* Pnl. H

Bg.

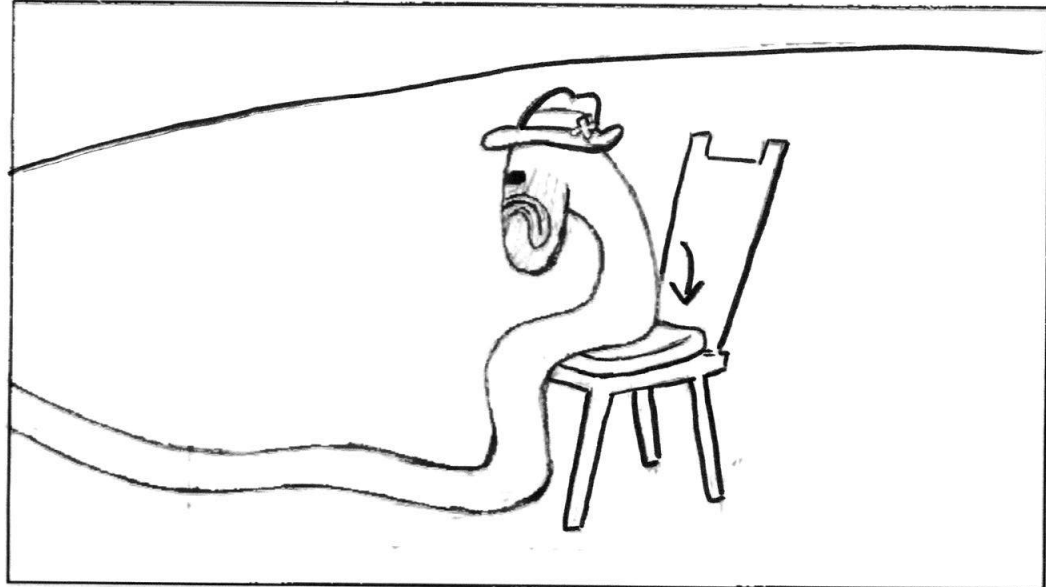
day night



Sc. 146 *cont* Pnl. I

Bg.

day night



Dialog:

Action: **BLUE NOSE GOES INTO A SIT.**

(SLOW SETTLE.)

DEC 13 2013

Timing:

1025-162

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME

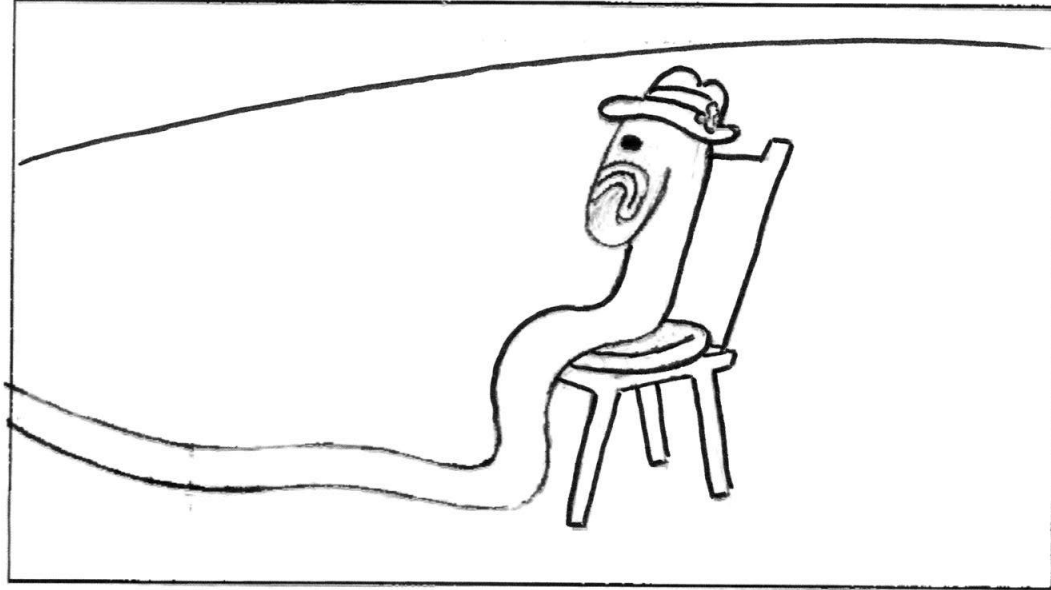


Page 367

Sc. 146 *CONT* Pnl. J

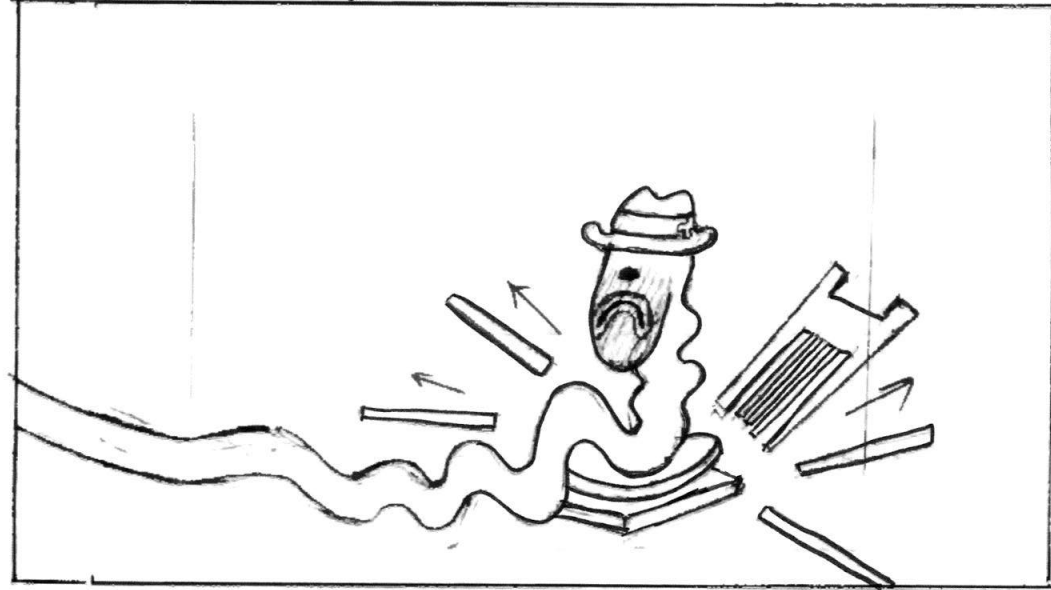
Bg.

day night



Sc. 146 *CONT* Pnl. K

Bg.



Dialog:

SFX: SMASH!

AUDIENCE: HA HA HA!

Action: - SETTLED. NO WHOOPEE CUSHION.
- PAUSE.

CHAIR COLLAPSES SUDDENLY.

DEC 13 2013

Timing:

1025-162

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME

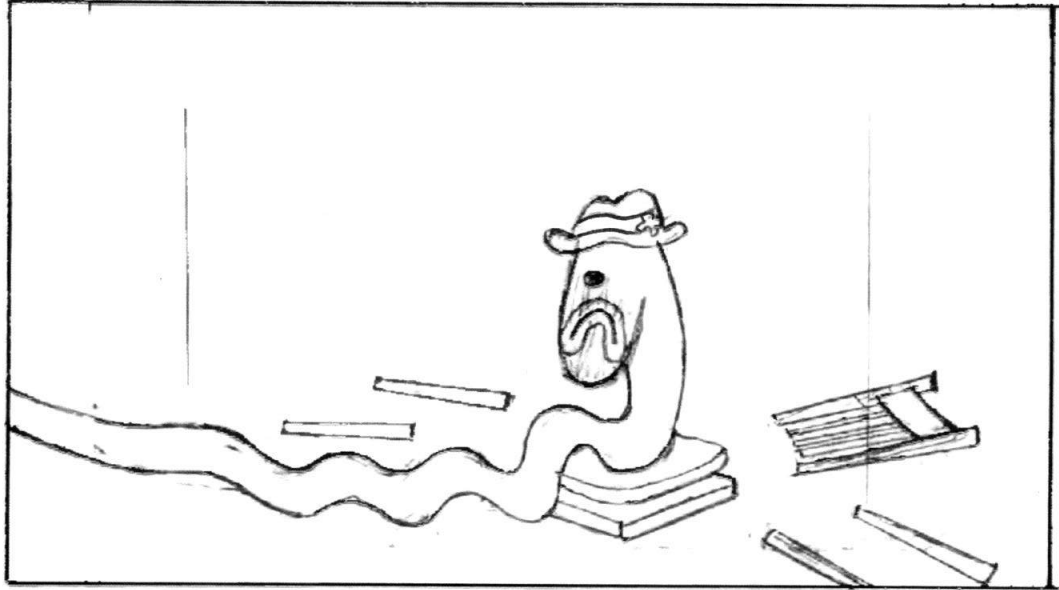


Ho
Cut

368
Dana
day night

Sc. 146 *cont* Pnl. L

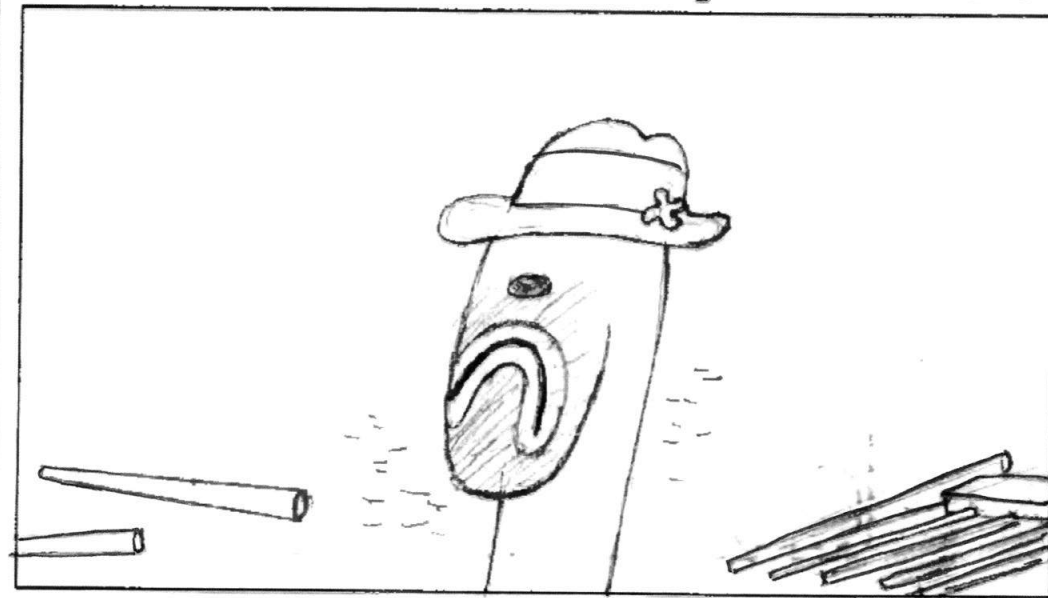
Bg.



Sc. 147

Pnl. A

Bg.



Dialog:

AUDIENCE (CONT): HA HA HA!

Action:

SETTLE BLUE NOSE.

CLOSE ON BLUE NOSE LOOKING DEJECTED.

← START W. SC. 146 PNL. L POSE

DEC 13 2013

Timing:

1025-162

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME



Cut

Page 369

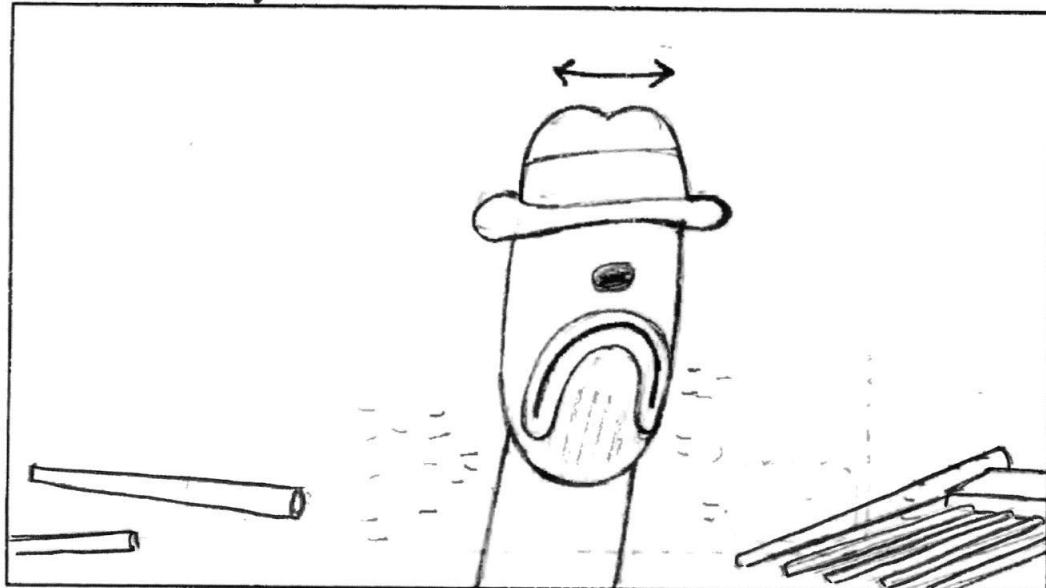
Cut

Sc. 147 *cont*

Pnl. B

Bg.

day night

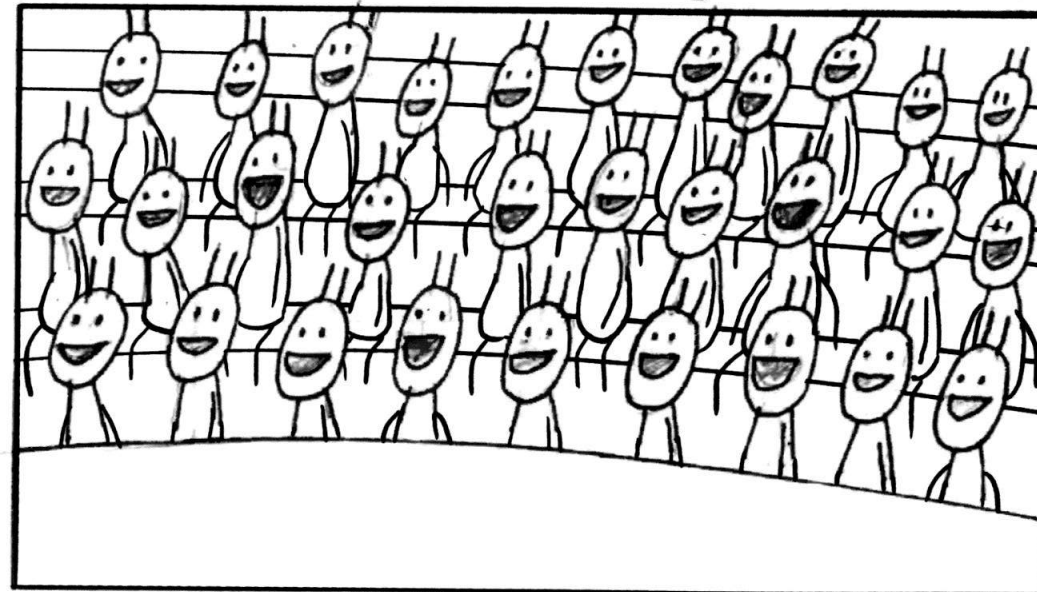


Sc. 148

Pnl. A

Bg.

day night



Dialog:

AUDIENCE: HA HA HA! (BEGINNING TO
TAPER OFF)

Action: BLUE NOSE SHAKES HEAD SADLY, LIKE THERE'S
NO HOPE. CYCLE A/B.

ON AUDIENCE LAUGHING HAPPILY.

DEC 13 2013

Timing:

EPISODE #

1025-162

1025/162

Production :

1025/162

1025/162

Cat

ADVENTURE TIME



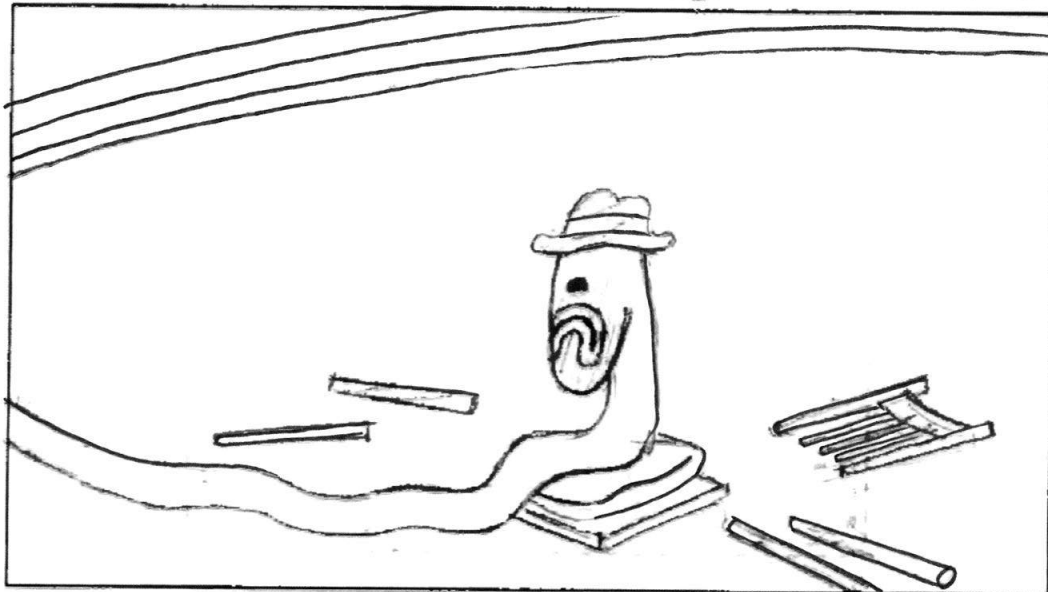
Page 370

Sc. 149

Pnl. A

Bg.

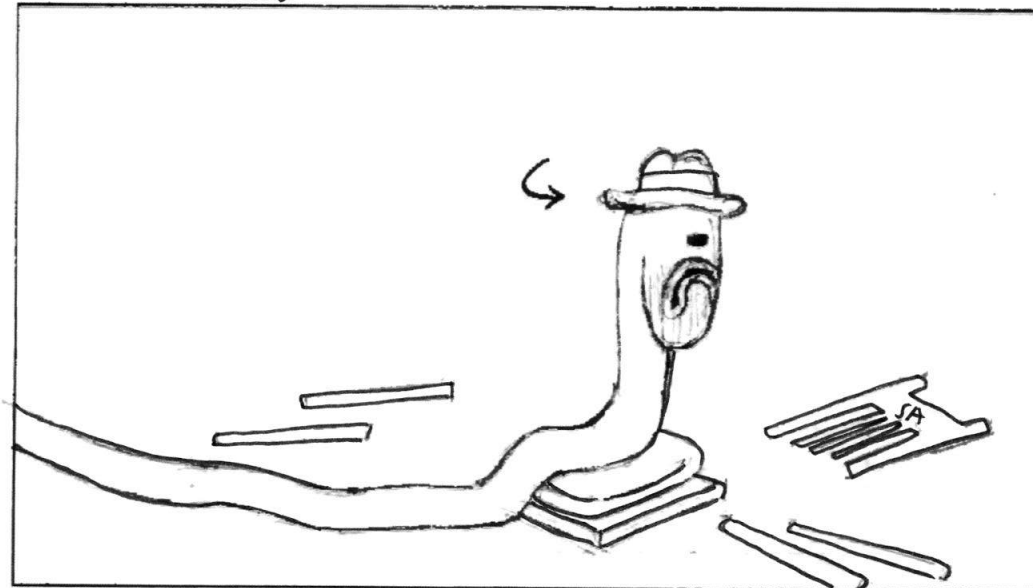
day night



Sc. 149 *cont* Pnl. B

Bg.

day night



Dialog:

Action: ON BLUE NOSE (S/A SC. 146 PNL. L)

B.N. TURNS

DEC 13 2013

Timing:

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME



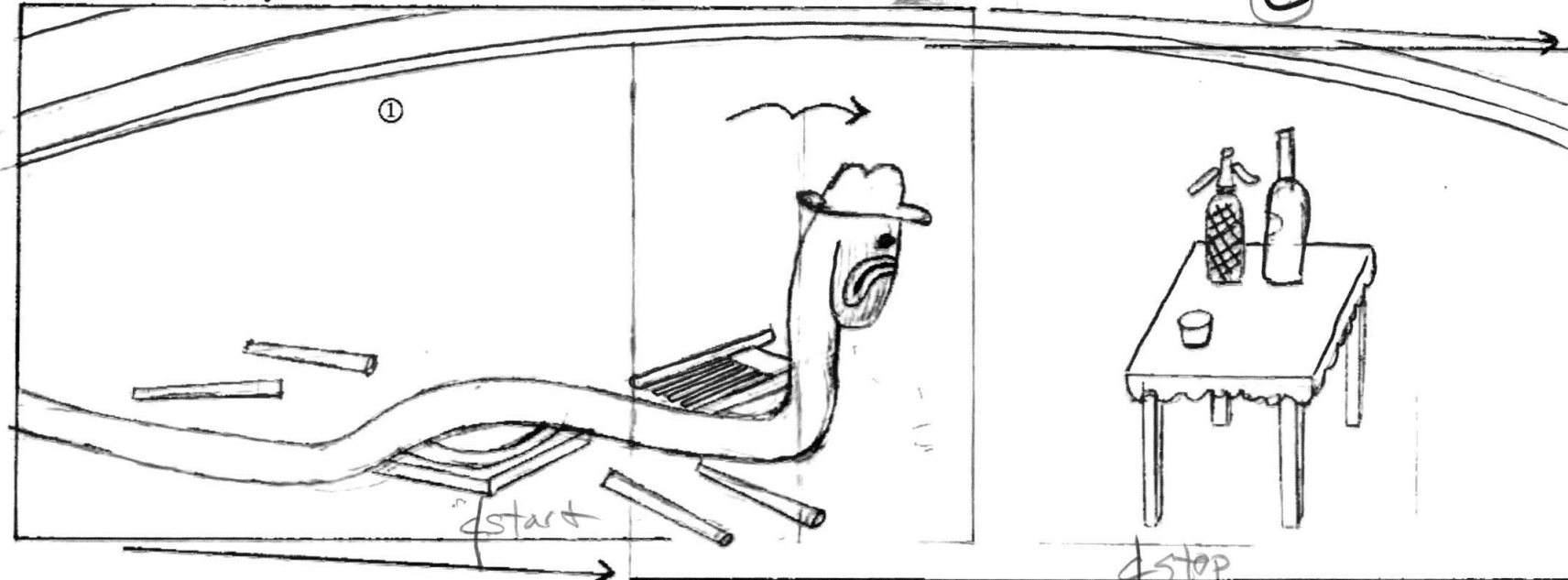
Page 371

Sc. 149 CONT

Bg.

day night

(e)

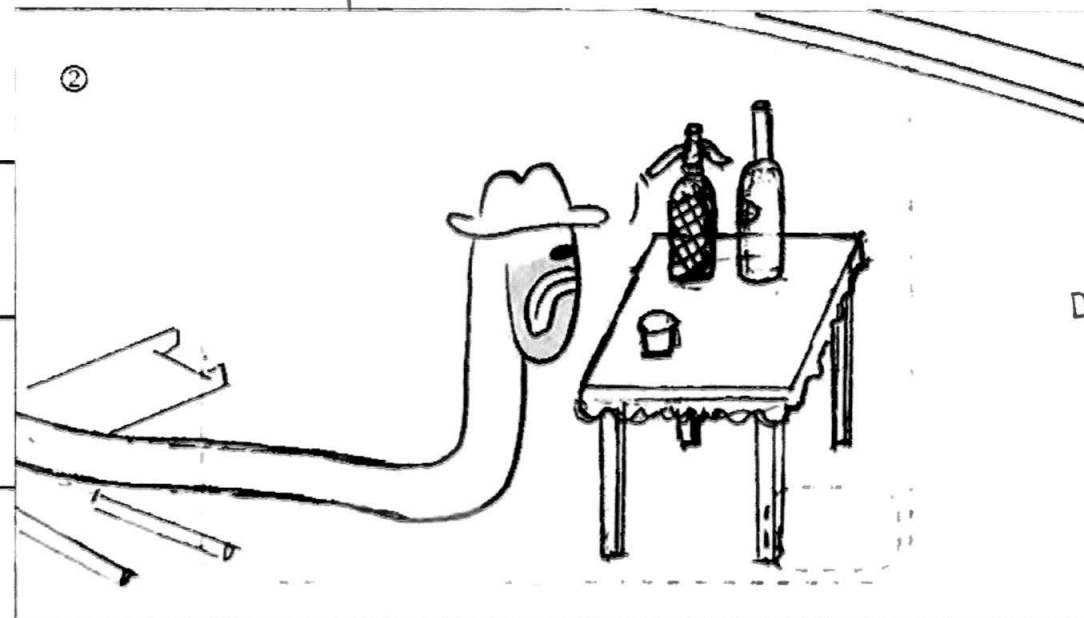


Diag
pan

stop

Action: - B.N. WALKS TO TABLE
- PAN W. ACTION

Timing:



(c1)

DEC 13 2013

EPISODE # 1025-162

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

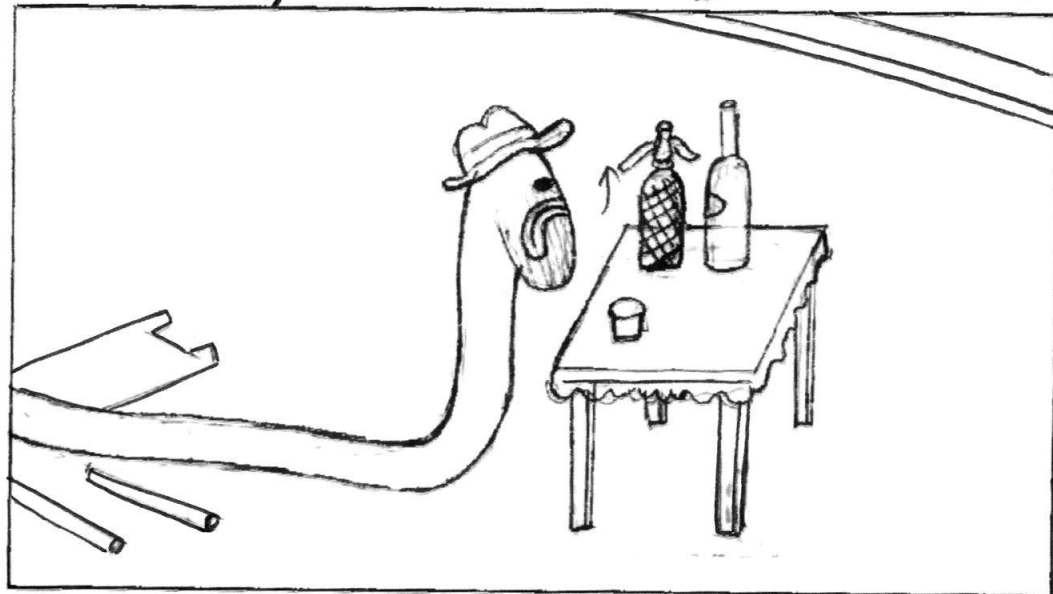


Page **372**

Sc. 149 *cont* Pnl. D

Bg.

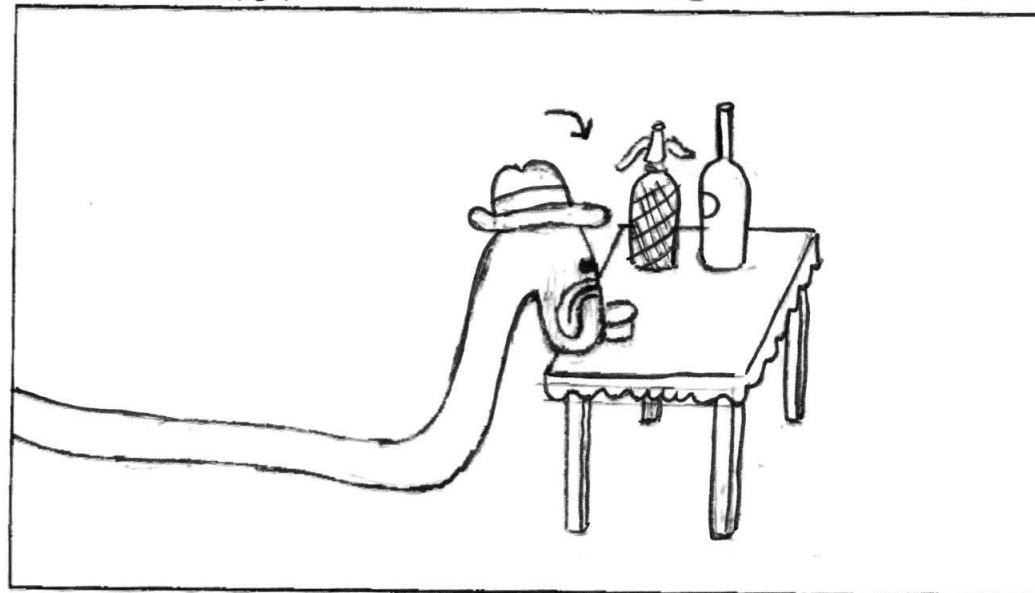
day night



Sc. 149 *cont* Pnl. E

Bg.

day night



Dialog:

Action:

ANTIC. GRAB DRINKING GLASS.

B.N. GRABS DRINKING GLASS

DEC 13 2013

Timing:

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME



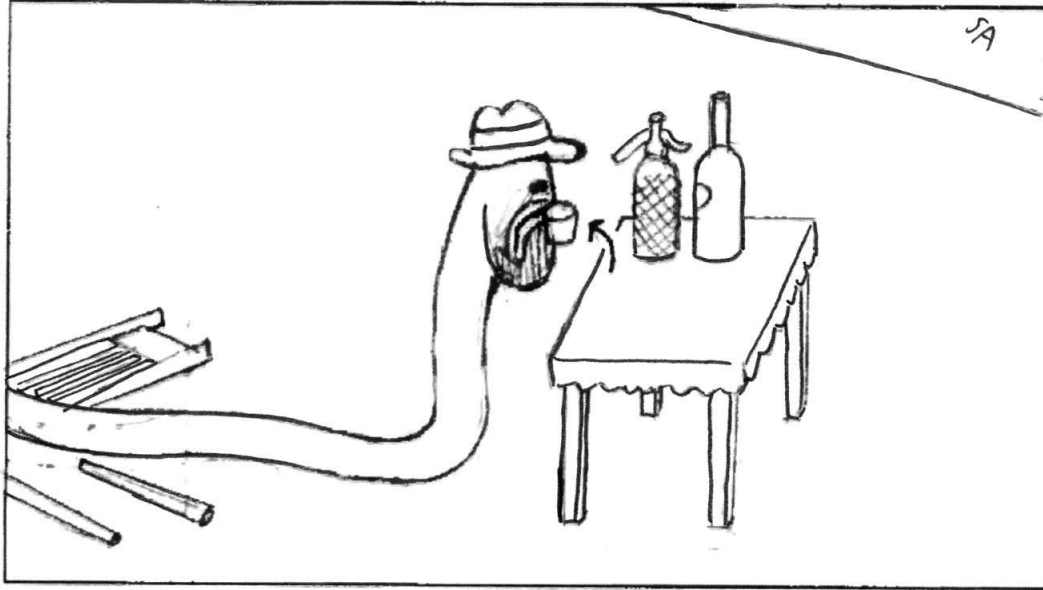
HW
cut

Page **373**

Sc. 149 *cont* Pnl. G

Bg.

day night

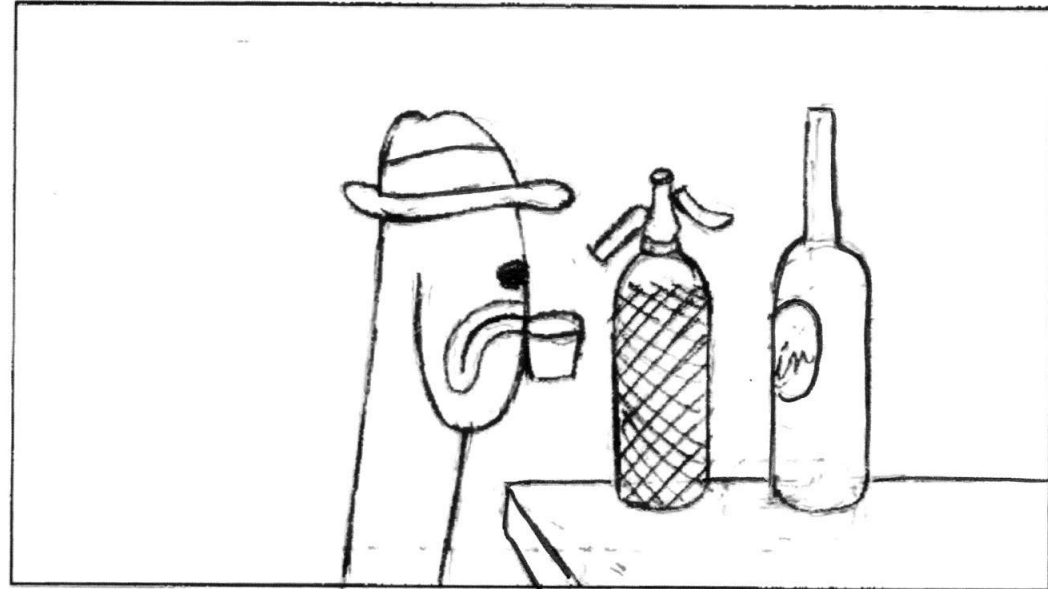


Sc. 150

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

HOOKUP POSE



(A1)

CLOSE-ON
BLUE NOSE WITH
DRINKING GLASS.

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

ADVENTURE TIME



Page 374

Sc. 150 CONT Pnl. B

Bg.

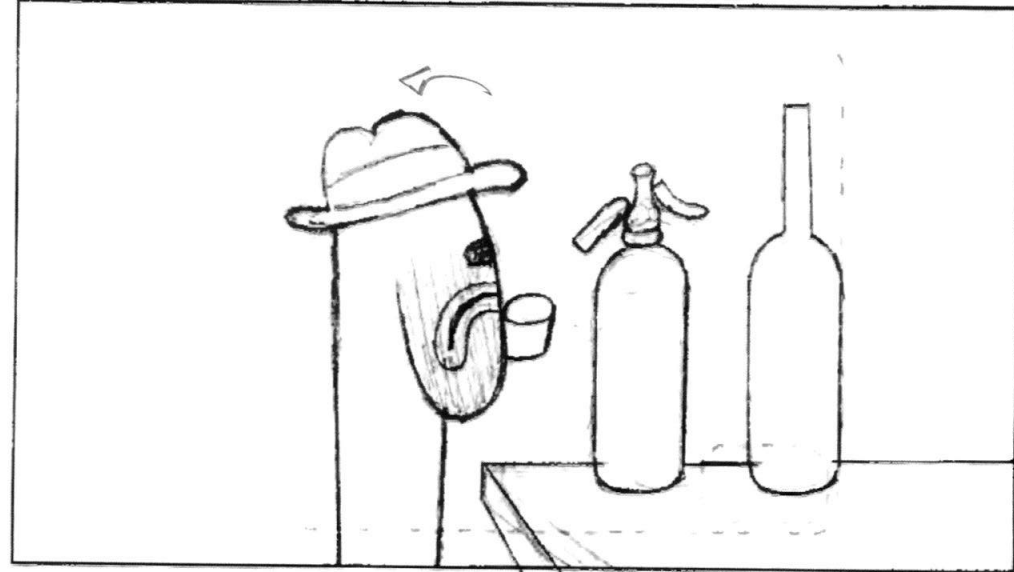
day night



Sc. 150 CONT Pnl. C

Bg.

day night



Dialog: SFX: CLINK CLINK

Action: BLUE NOSE BUMPS THE GLASS AGAINST THE SELTZER BOTTLE, HOPING TO GET SOME SELTZER.

Timing:

②



PAUSE.

DEC 13 2013

Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME

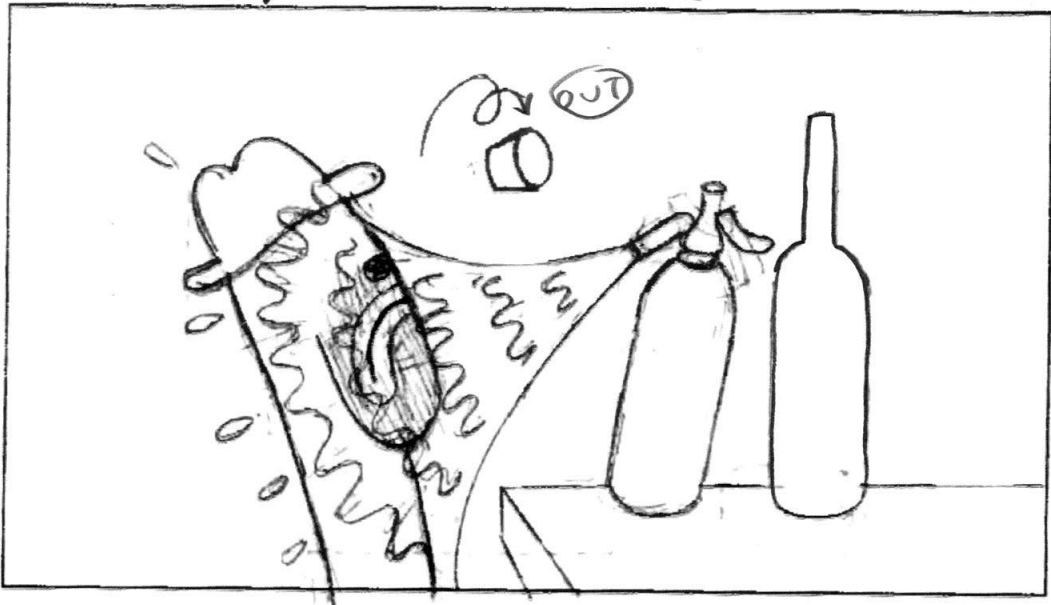


Page 375

Sc. 150 CONT Pnl. D

Bg.

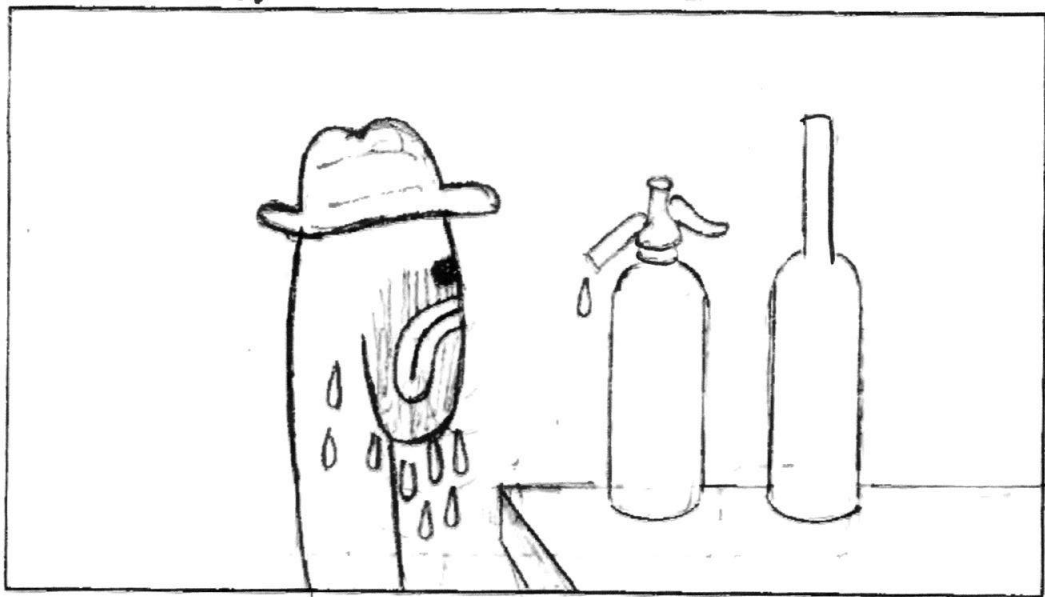
day night



Sc. 150 CONT Pnl. E

Bg.

day night



Dialog:

SFX: SHSHSH!!!

Action:

SUDDENLY THE SELTZER BOTTLE
SPRAYS BLUE NOSE.

BLUE NOSE LOOKS AT THE SELTZER BOTTLE
WITH DISAPPOINTMENT.

DEC 13 2013

Timing:

EPISODE #

1025-162

Production :

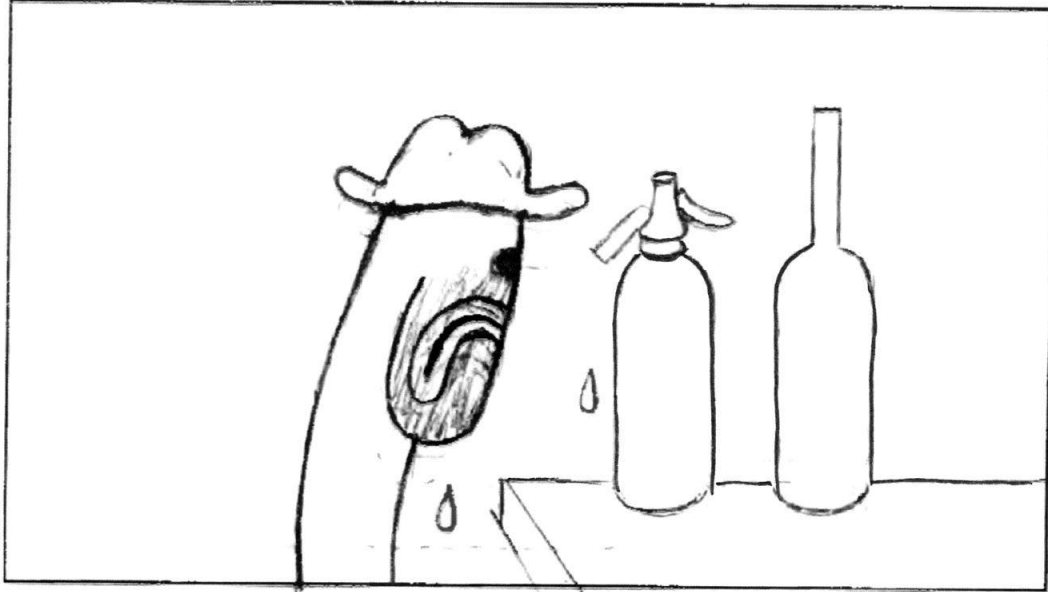
1025/162

1025/162

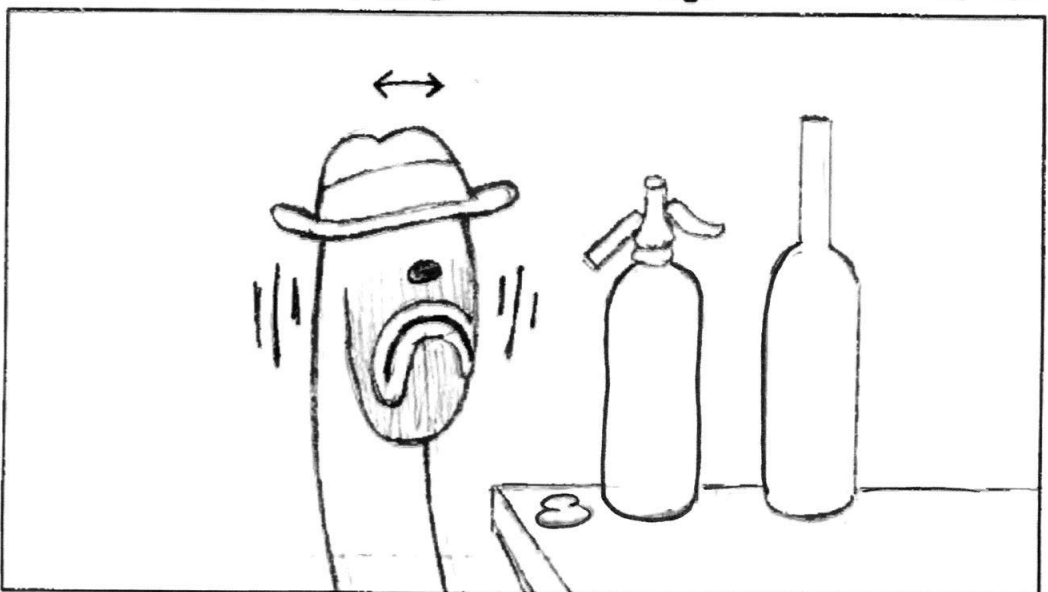
ADVENTURE TIME



Sc. 150 CONT Pnl. F Bg. day night



Sc. 150 CONT Pnl. G Bg. day night



Dialog:	
Action:	SHIFT BLUE NOSE INTO AN ANGRY LOOK AT THE SELTZER BOTTLE.
	BLUE NOSE SHAKES WITH ANGER (NOT A HEAD SHAKE, BUT, STAGGERED ANGRY DRAWINGS). DEC 13 2013
Timing:	

1025-162

EPISODE #

1025/162

Production :

ADVENTURE TIME



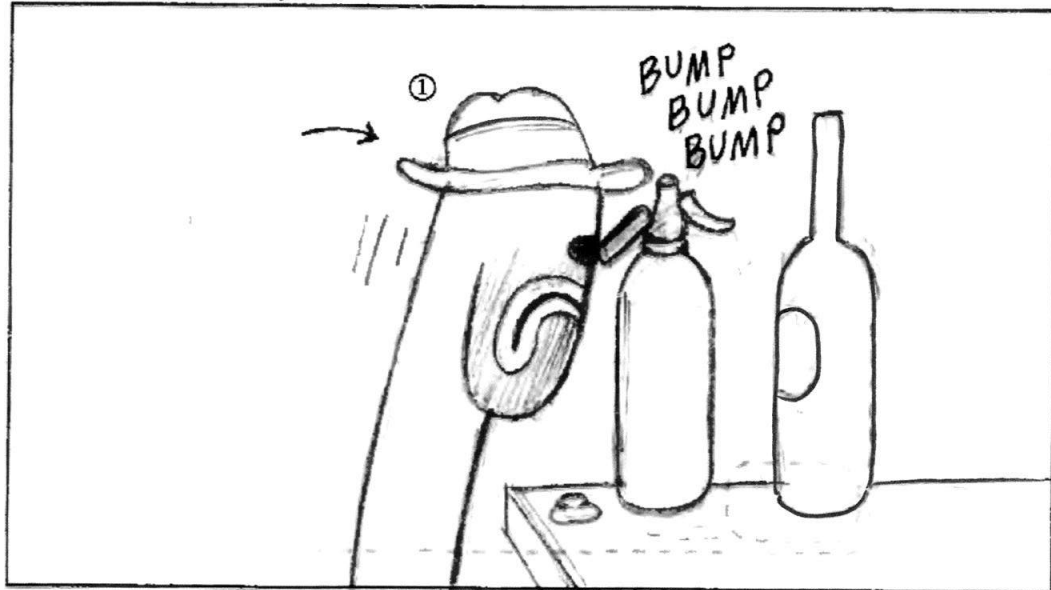
HY
CUT

Page 377

Sc. 150 CONT Pnl. H

Bg.

day night

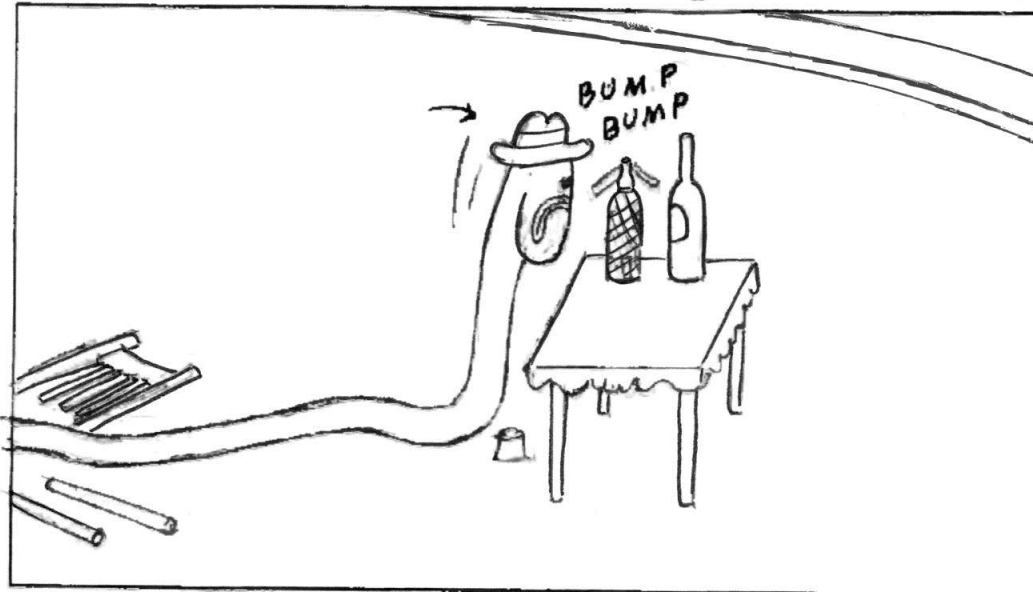


Sc. 151

Pnl. A

Bg.

day night



Dialog: SFX: BUMP BUMP BUMP

Action:
BLUE NOSE BUMPS THE
SELTZER BOTTLE ANGRILY.

Timing:



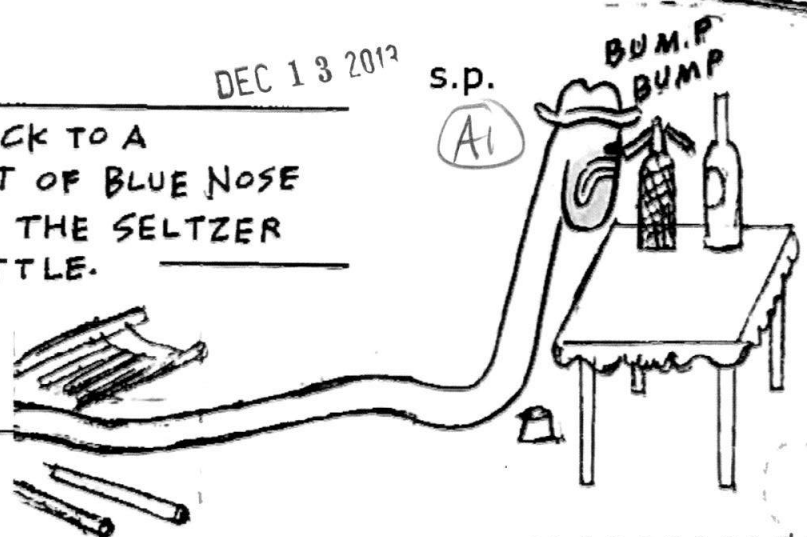
SFX: BUMP BUMP

CUT BACK TO A
WIDE SHOT OF BLUE NOSE
BUMPING THE SELTZER
BOTTLE.

DEC 13 2012

S.P.

(A1)



Production :

EPISODE # 1025-162

1025/162

1025/162

ADVENTURE TIME

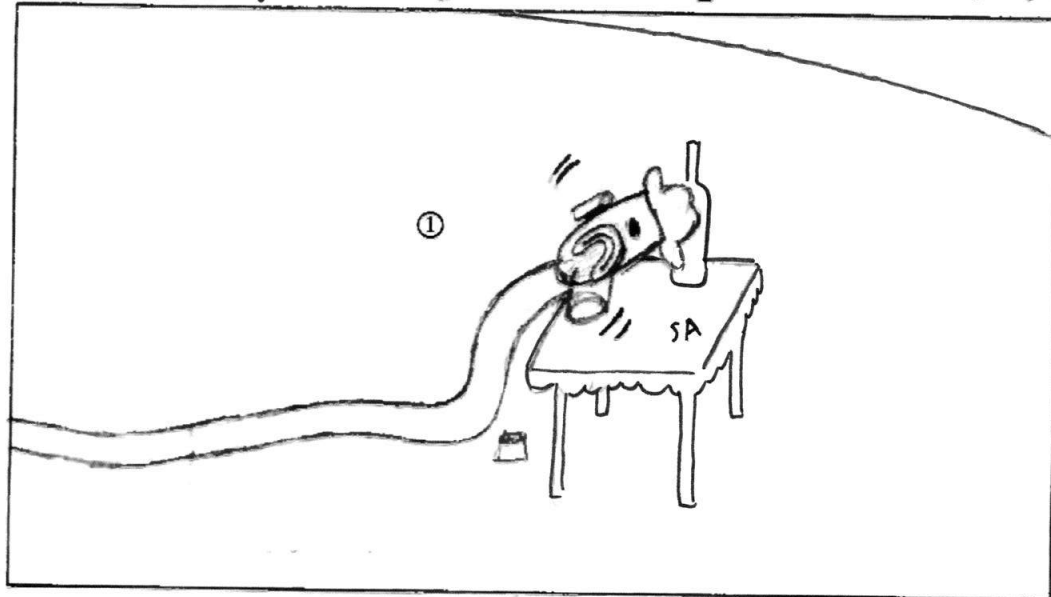


Page 378

Sc. 151 CONT Pnl. B

Bg.

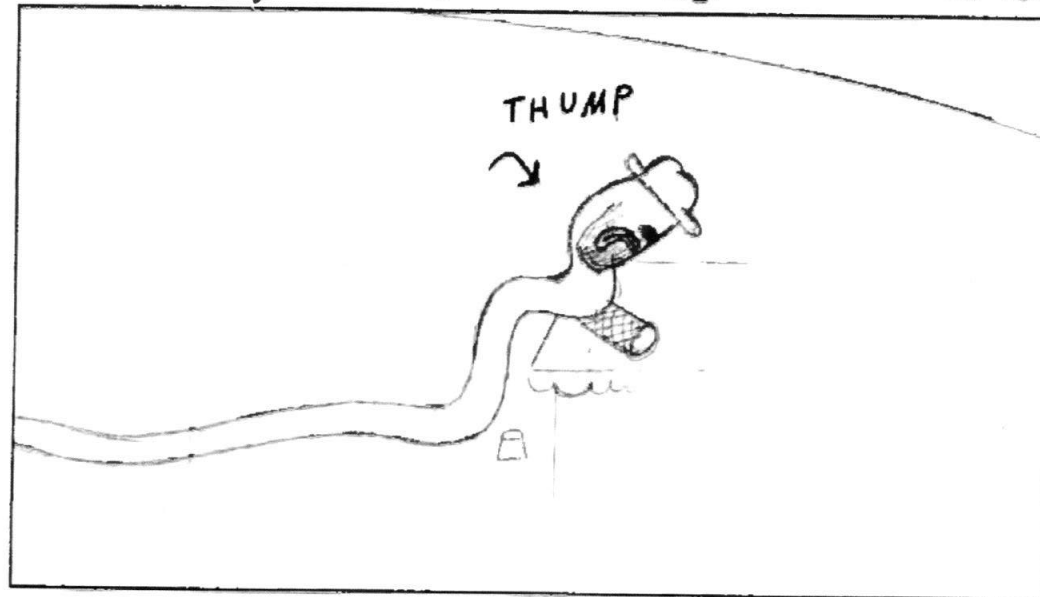
day night



Sc. 151 CONT Pnl. C

Bg.

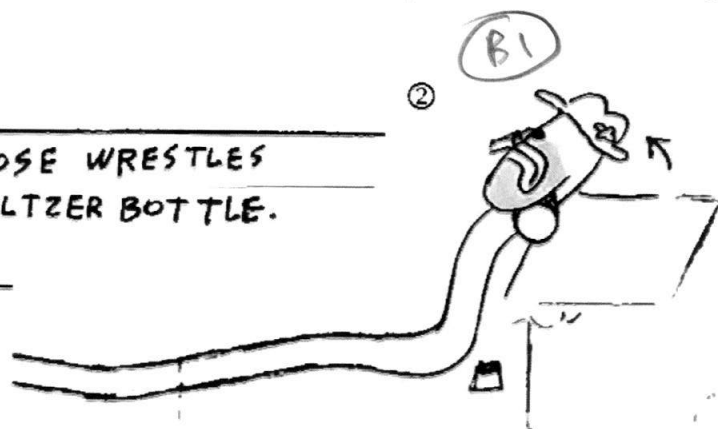
day night



Dialog: SFX: CLUNKY CLUNK

Action: BLUE NOSE WRESTLES
THE SELTZER BOTTLE.

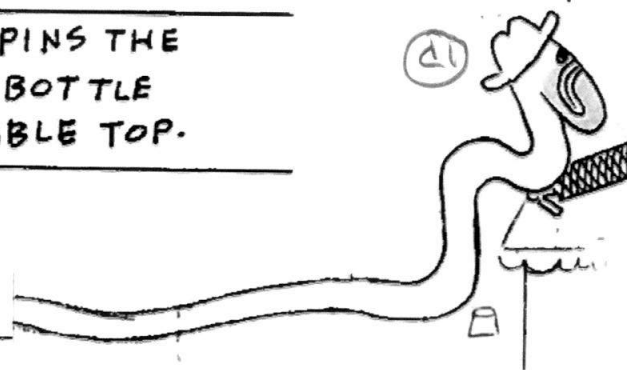
Timing:



SFX: THUMP

BLUE NOSE PINS THE
SELTZER BOTTLE
TO THE TABLE TOP.

DEC 13 2013



1025-162

EPISODE #

1025/162

Production :

1025/162

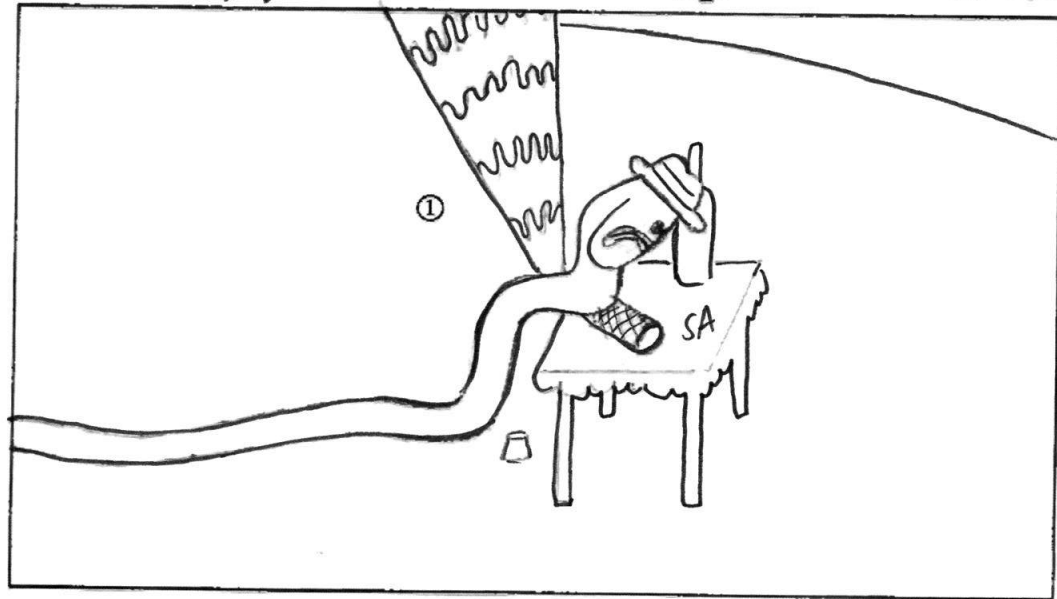
1025/162

ADVENTURE TIME

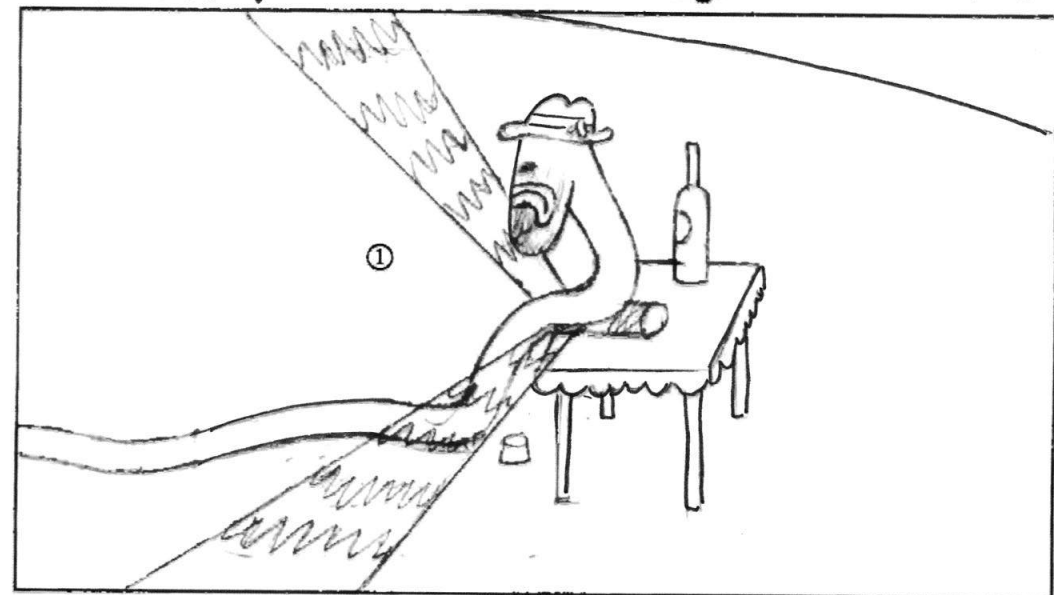


Page 379

Sc. 151 CONT Pnl. D Bg. day night



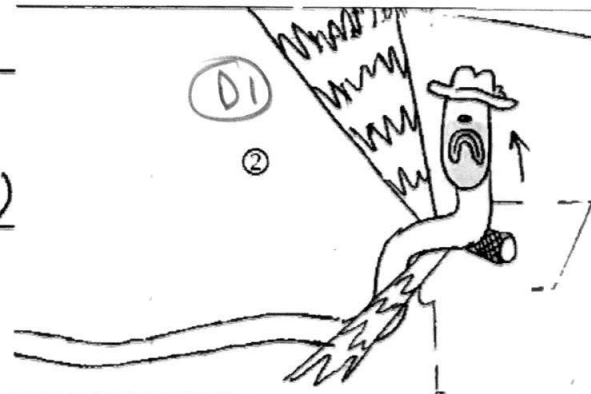
Sc. 151 CONT Pnl. E Bg. day night



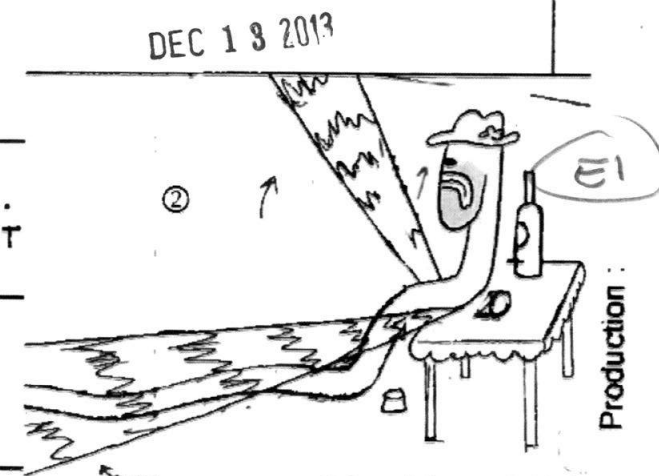
Dialog: SFX: SHSHSH !!!
AUDIENCE: HA HA HA! ...

Action: THE SELTZER
BOTTLE SPRAYS A
BIG SPRAY. (SUDDENLY.)

Timing:



BLUE NOSE SITS ON
THE SELTZER BOTTLE.
(HE'S TRYING TO GET IT
— TO STOP SPRAYING.)—



Production :

EPISODE #

1025-162

1025/162

1025/162

1025/162

ADVENTURE TIME

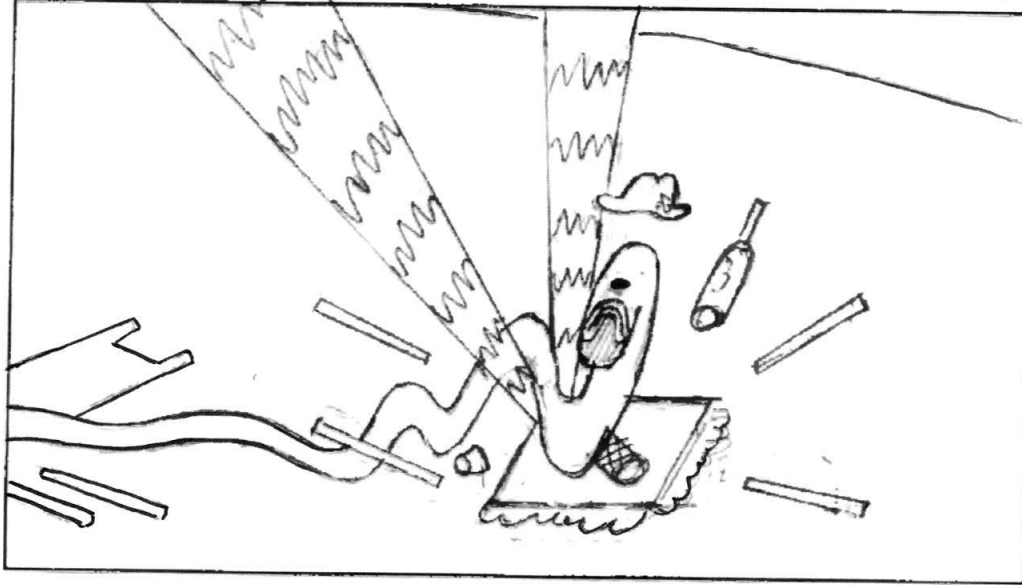


Page 380
380 NEXT
day night

Sc. 151 CONT Pnl. F

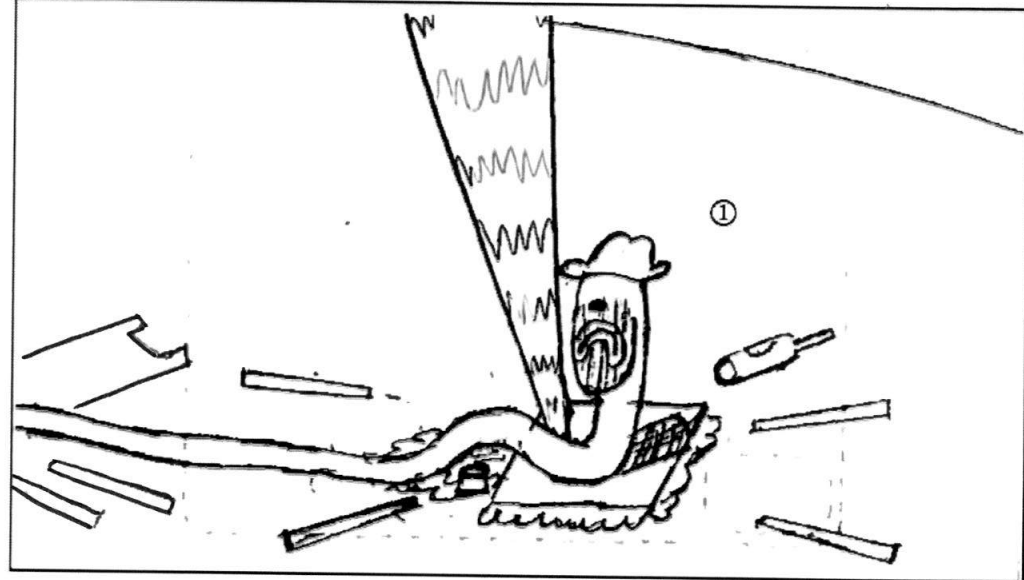
Bg.

day night



Sc. 151 CONT Pnl. G

Bg.



Dialog:

SFX: WHOOMP!

CONT AUDIENCE: HA HA HA ...

SFX: PSSS

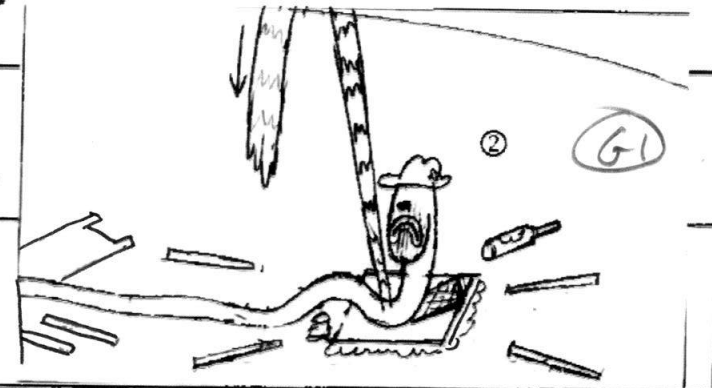
DEC 13 2013

Action:

SUDDENLY THE TABLE COLLAPSES.

NOW THE SELTZER
SPRAY DWINDLES
TO A SMALLER SPRAY.

Timing:



1025-162

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME

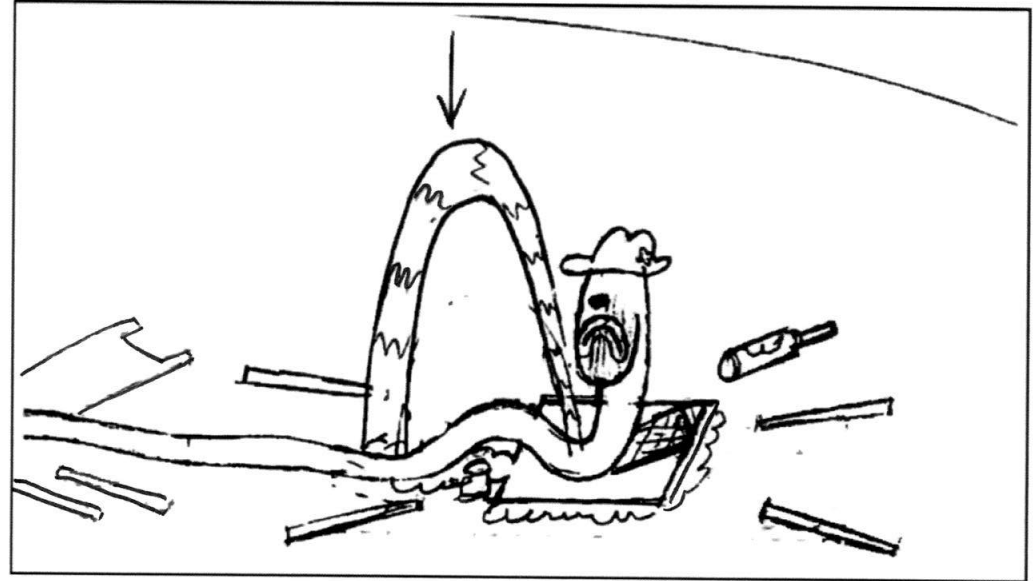


380A
Page 381 NEXT
day night

Sc. 151 CONT Pnl. H

Bg.

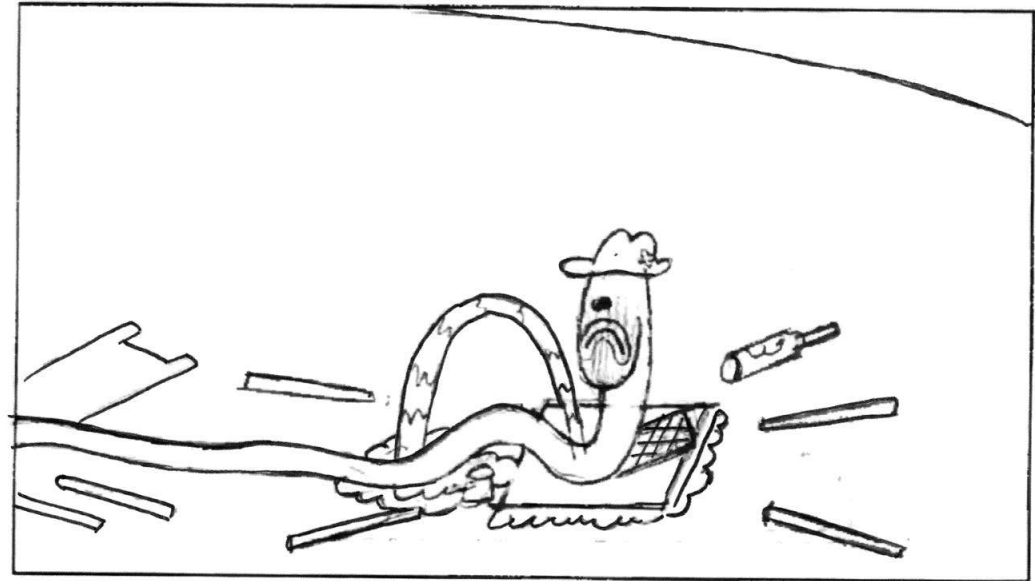
day night



Sc. 151 CONT

Pnl. I

Bg.



Dialog:

SFX: WHOOMP!

CONT AUDIENCE: HA HA HA ...

SFX: PSSSS

...

Action:

NOW THE SELTZER SPRAY DWINDLES
TO A SMALLER SPRAY.

DEC 13 2013

Timing:

1025-162

EPISODE #

Production :

1025/162

1025/162

1025/162

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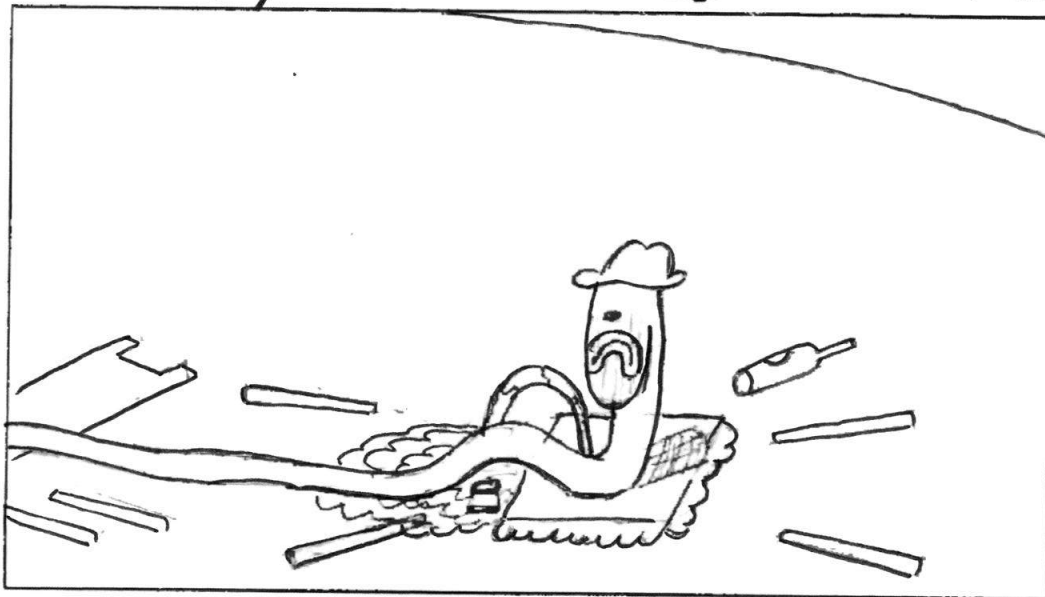
ADVENTURE TIME



Sc. 151 *cont* Pnl. J

Bg.

day night

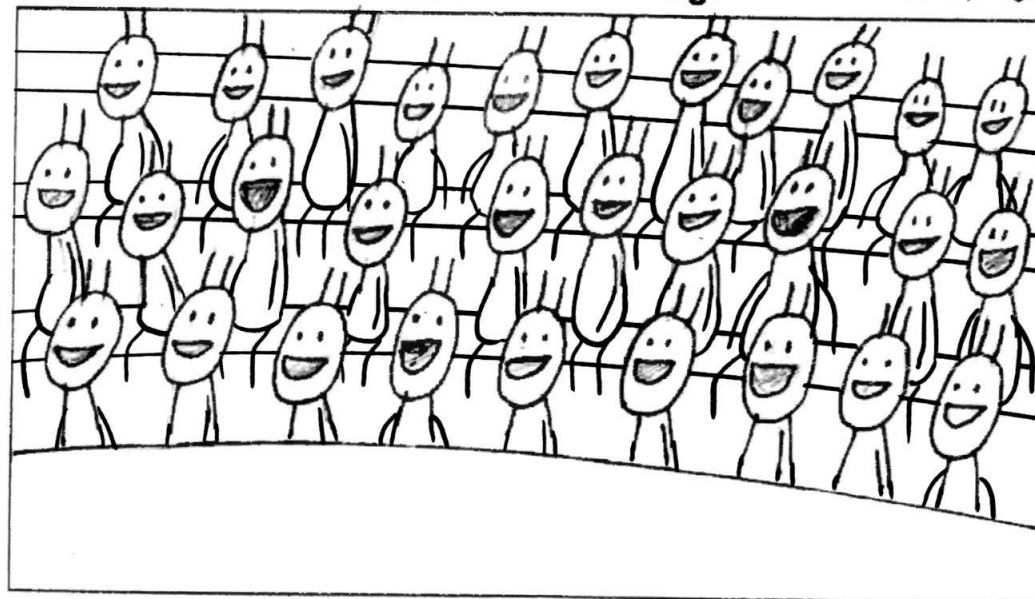


Sc. 152

Pnl. A

Bg.

Page 381
301ANET
day night



Dialog:

SFX: sss

CONT AUDIENCE: HA HA HA

AUDIENCE: HA HA HA (DIMINISHING)

Action:

SHIFT TO AN EVEN SMALLER SPRAY
OF SELTZER

ON AUDIENCE LAUGHING, REALLY PLEASED
WITH THE SHOW.

DEC 13 2013

Timing:

EPISODE #

1025-162

1025/162

Production :

1025/162

1025/162

Cut

ADVENTURE TIME



381 A

382 NEXT

Cut

Sc. 152A

Pl. A

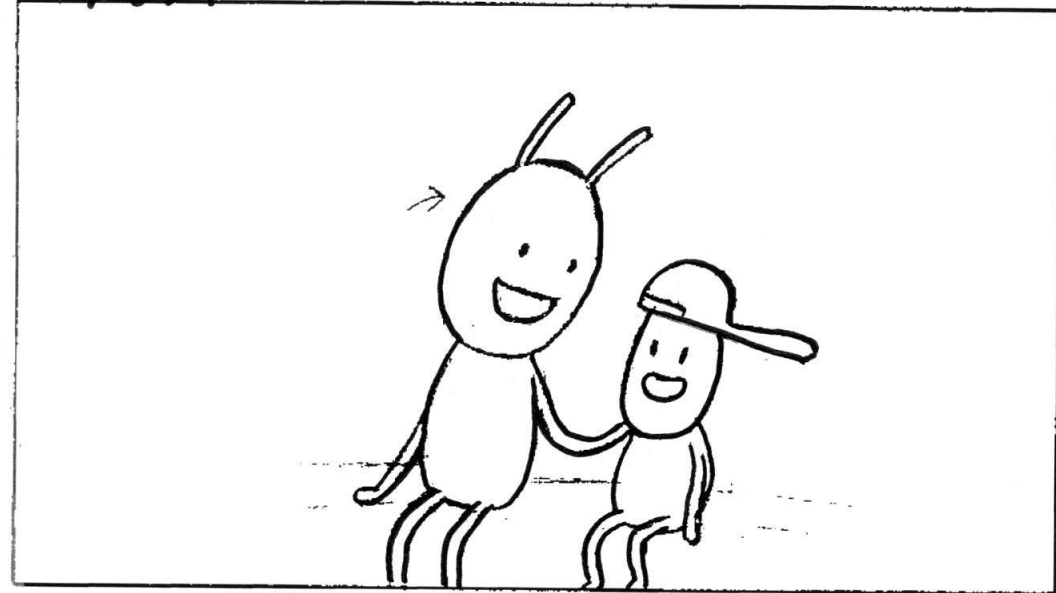
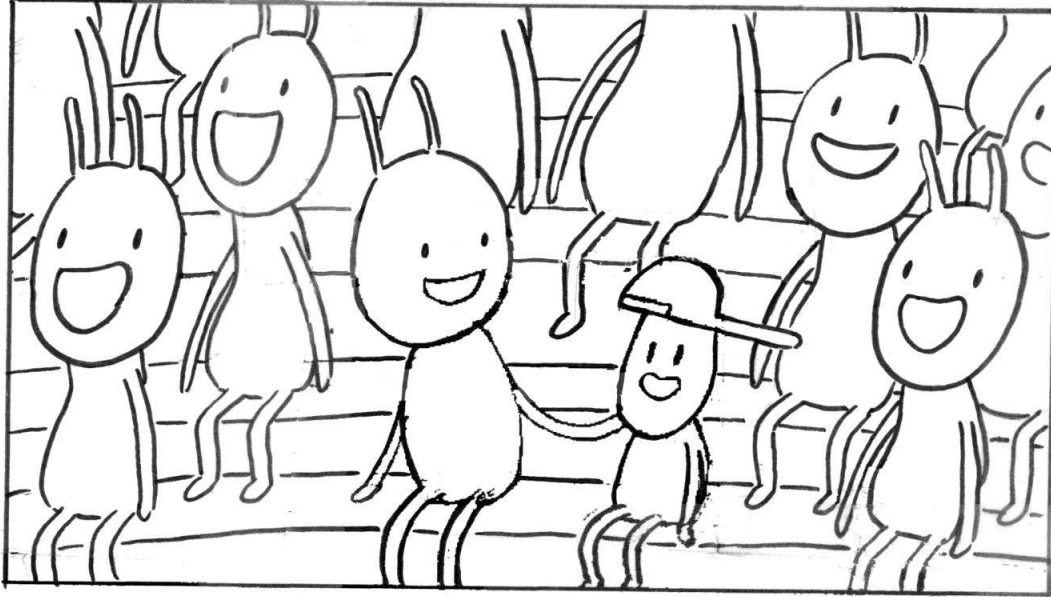
day night

Sc.

152A CONT Pl. B

Bg.

day night



Dialog:

DAD BUG: AREN'T YOU GLAD WE CAME BACK
FOR THE 2ND SHOW --

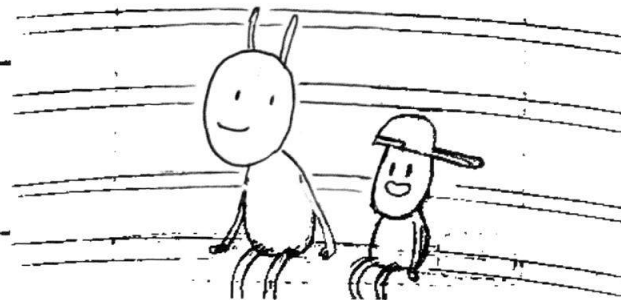
Action:

ON DAD BUG AND SON BUG.

s.p.

AI

Timing:



DEC 13 2013

1025-162

EPISODE #

1025/162

Production :

1025/162

1025/162

ADVENTURE TIME



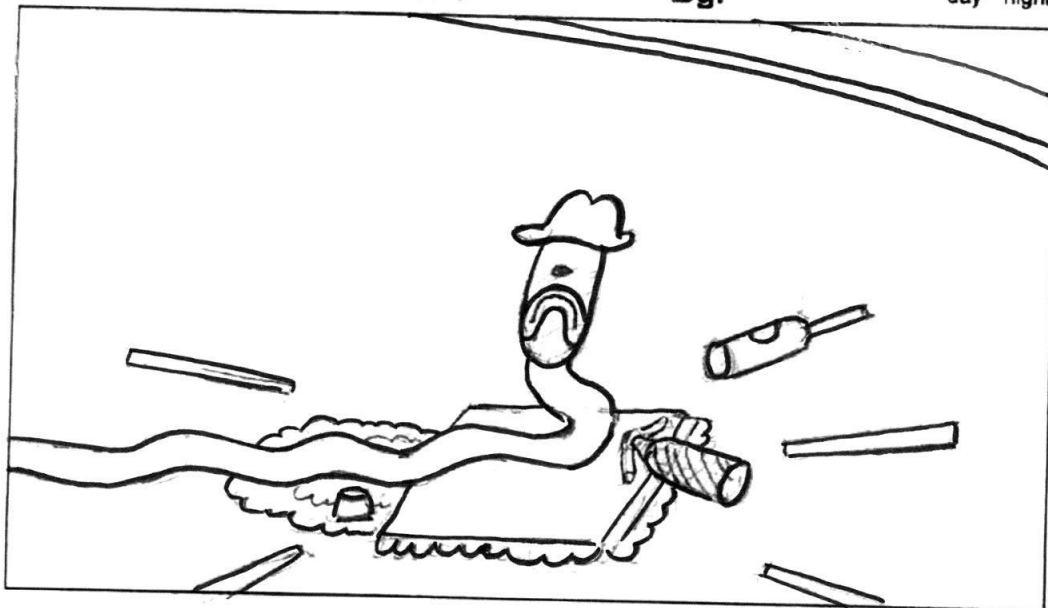
Page 382

Sc. 153

Pnl. A

Bg.

day night

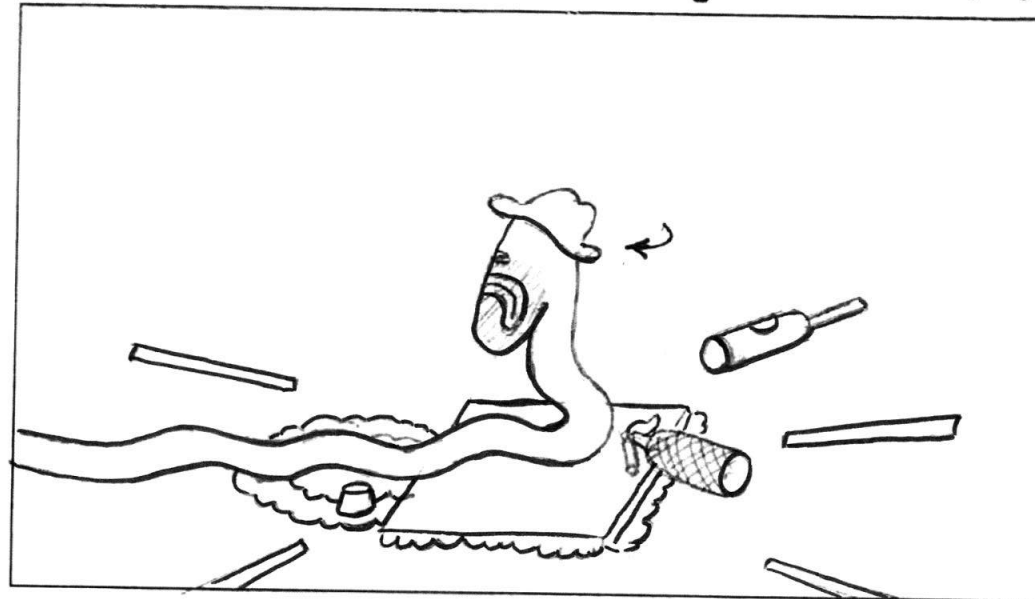


Sc. 153 cont

Pnl. B

Bg.

day night



Dialog:

Action:

BLUE NOSE SITTING ON THE COLLAPSED TABLE, AT A LOSS.

BLUE NOSE TURNS AND LOOKS AT THE O.S. VICTROLA.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



HW
CUT

Sc. 154

Pnl. A

Bg.

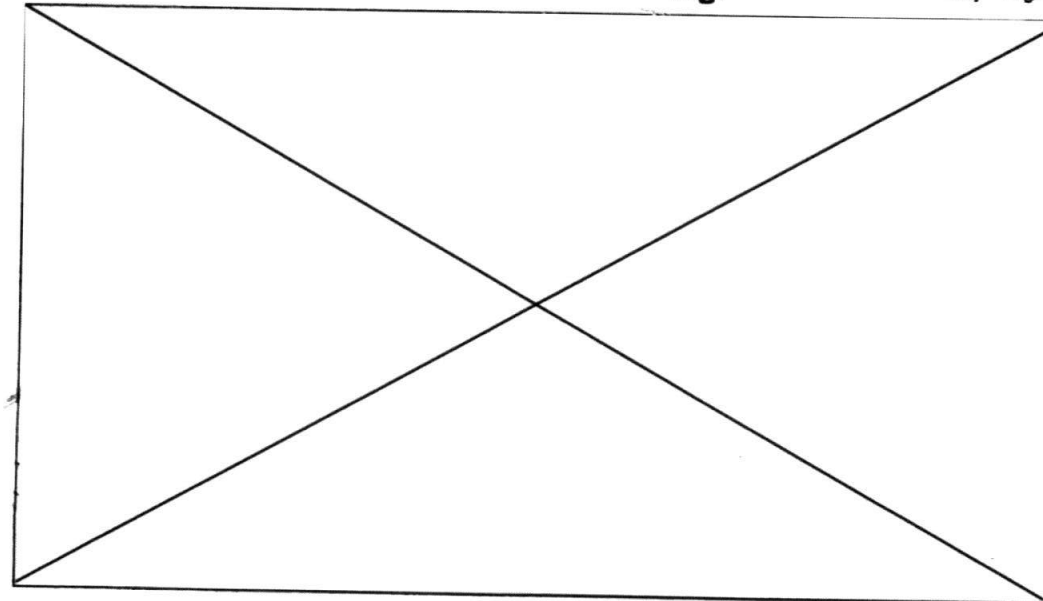
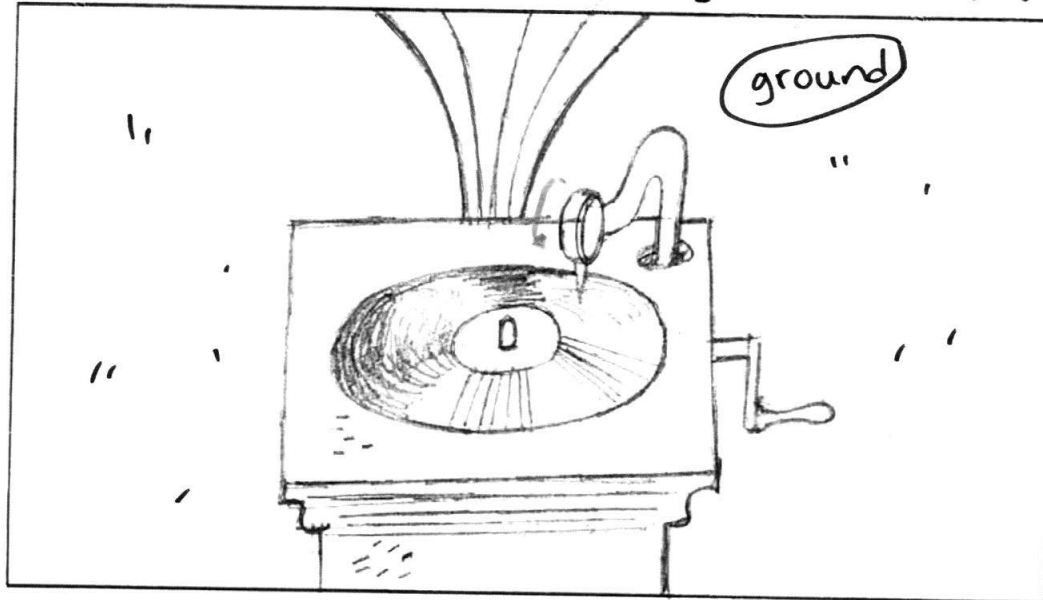
day night

Sc.

Pnl.

Bg.

Page 383
NO PG 384
day night



EPISODE #

Dialog:

MUSIC: MELANCHOLY MUSIC
(HAS BEEN PLAYING SINCE
SC. 140)

Action:

CLOSE-UP OF VICTROLA PLAYING
RECORD.

Timing:



DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



HV
Cut

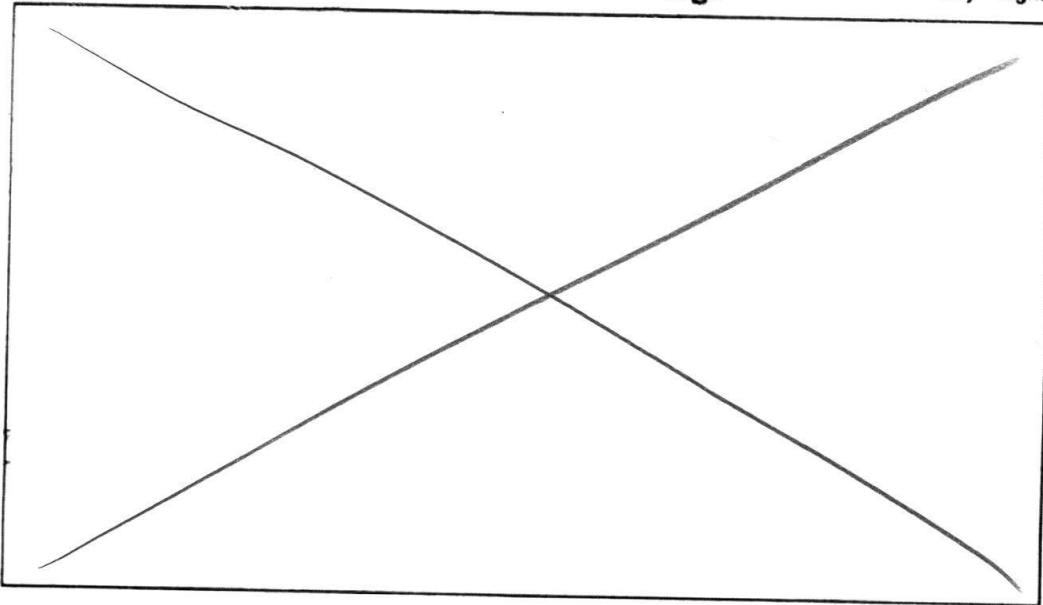
Page 385

Sc.

Pnl.

Bg.

day night

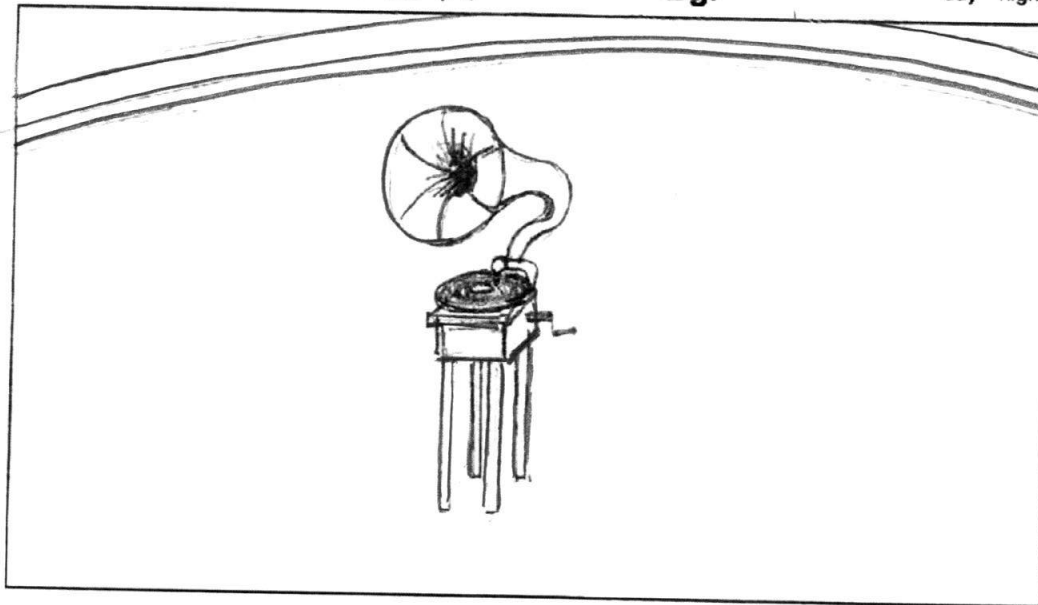


Sc. 155

Pnl. A

Bg.

day night



Dialog:

MUSIC: MELANCHOLY MUSIC

Action:

ON VICTROLA.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

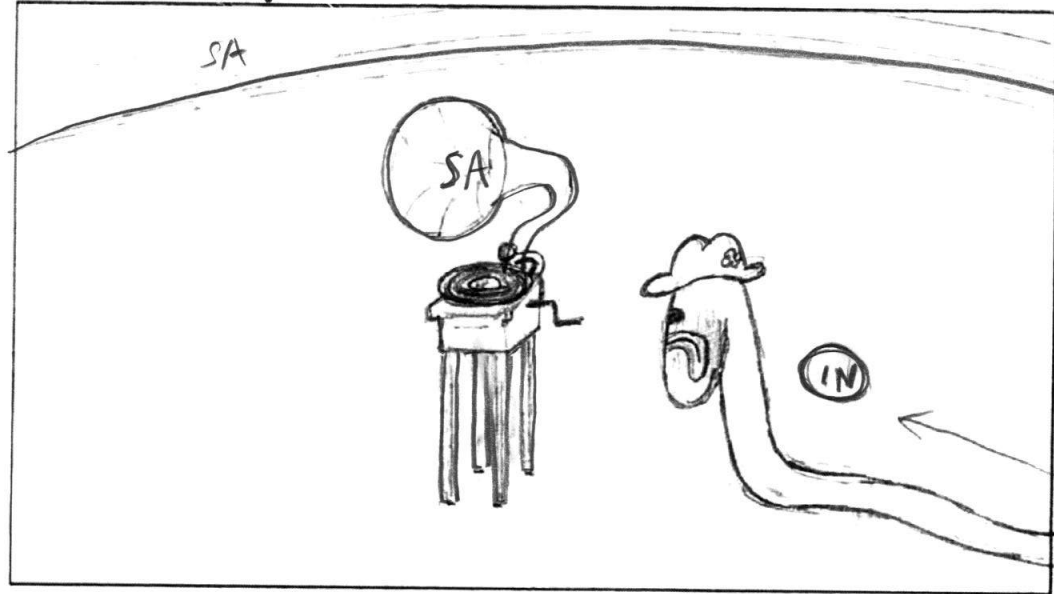
1025/162

ADVENTURE TIME

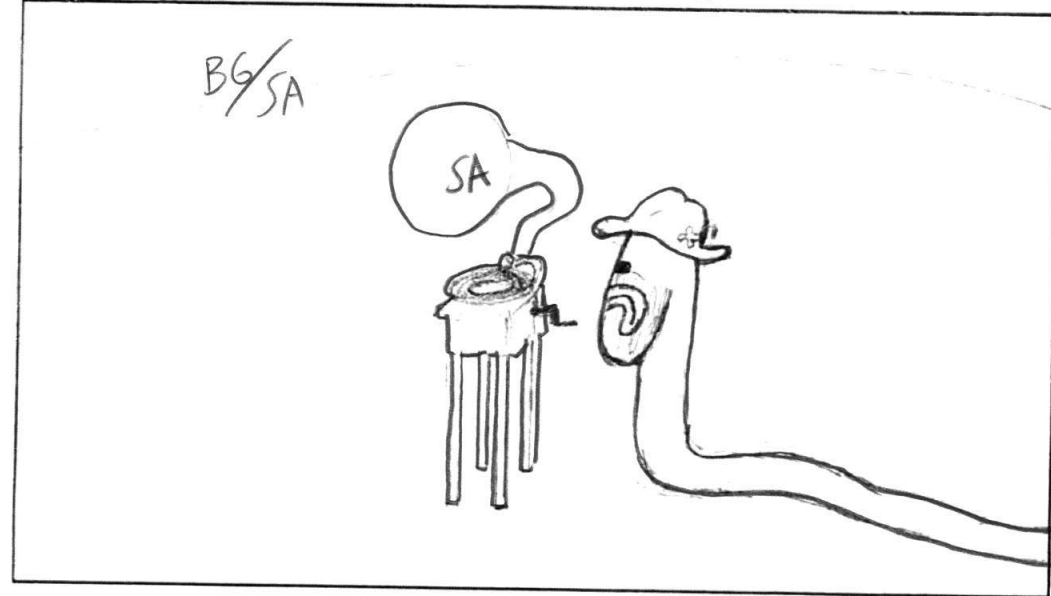


Page **386**

Sc. 155 *CONT* Pnl. B Bg. day night



Sc. 155 *CONT* Pnl. C Bg. day night



Dialog:	
Action:	BLUE NOSE WALKS IN.
	BLUE NOSE LOOKS AT THE VICTROLA.
	DEC 13 2013
Timing:	

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

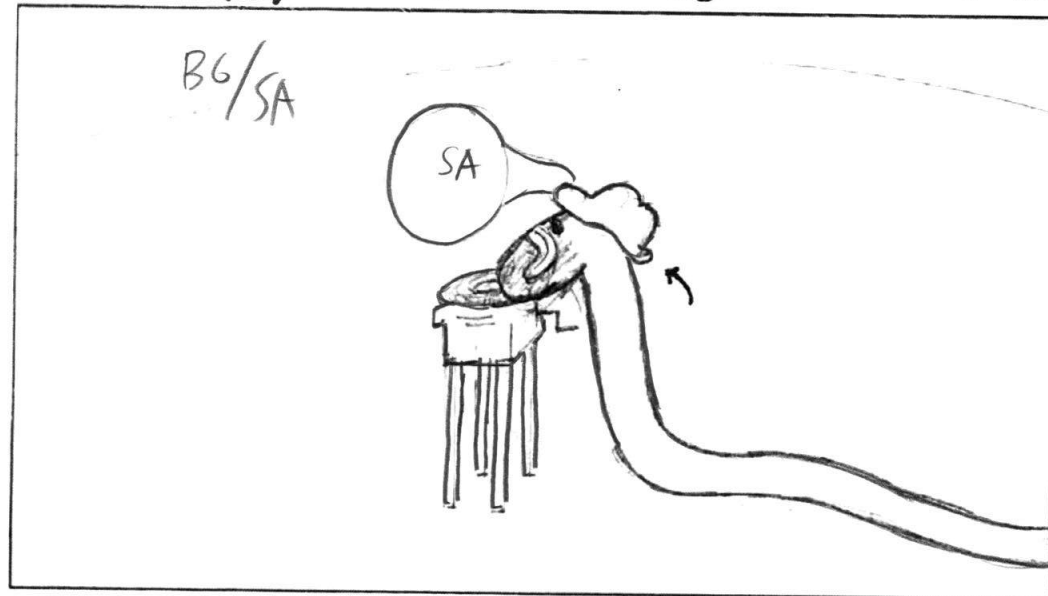


Page **387**

Sc.155 *CONT* Pnl. D

Bg.

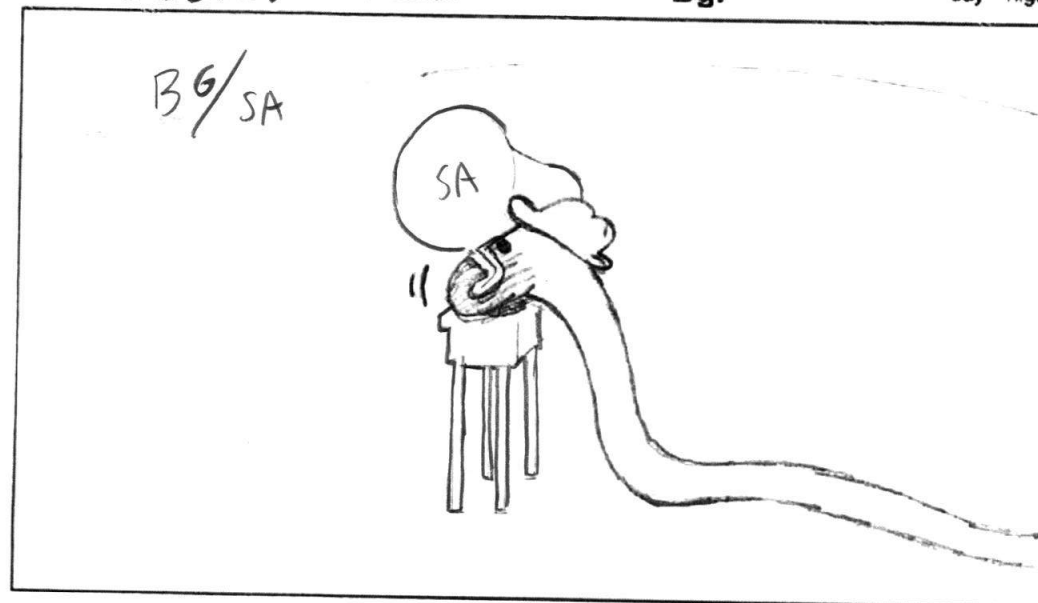
day night



Sc.155 *CONT* Pnl. E

Bg.

day night



Dialog:

SFX: ZIP ZIP ZIP!

Action:

BLUE NOSE GOES INTO A POSE TO 'SCRATCH'
THE RECORD LIKE A DJ.

BLUE NOSE SCRATCHES THE RECORD
LIKE A DJ.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

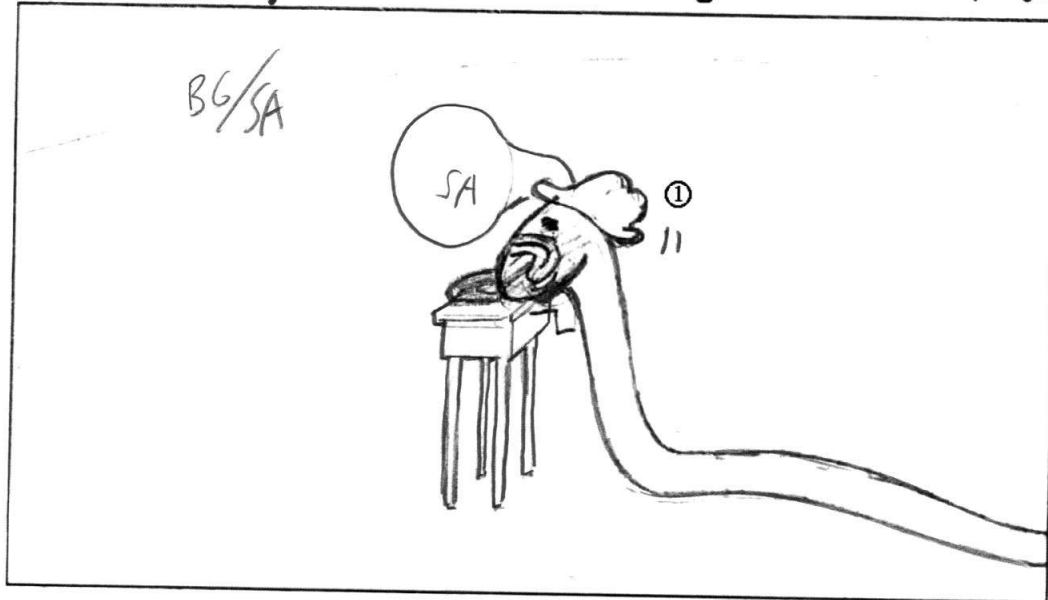
1025/162

ADVENTURE TIME

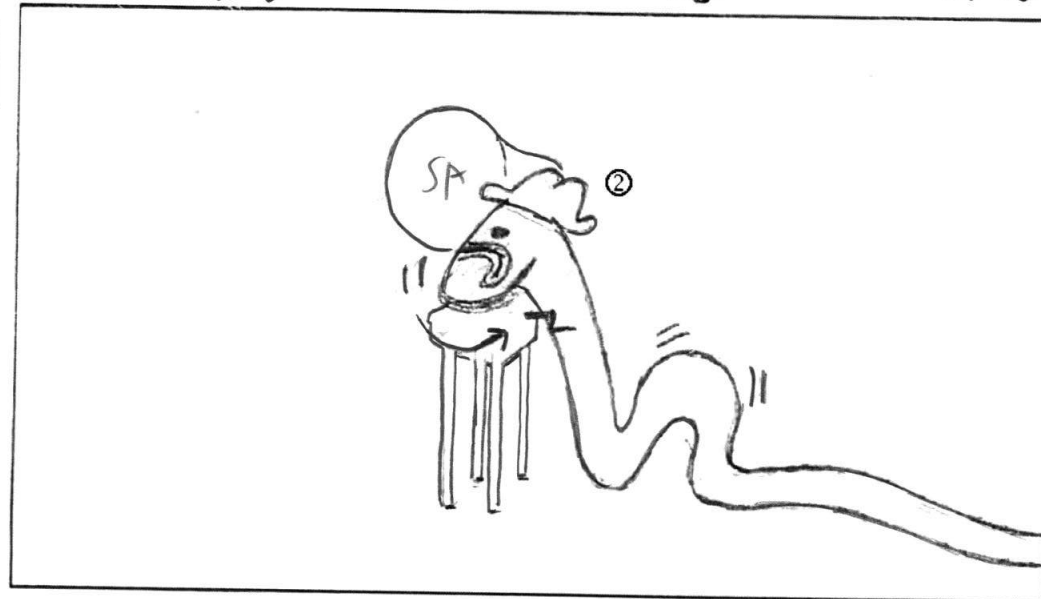


Page 388

Sc. 155 *CONT* Pnl. F Bg. day night



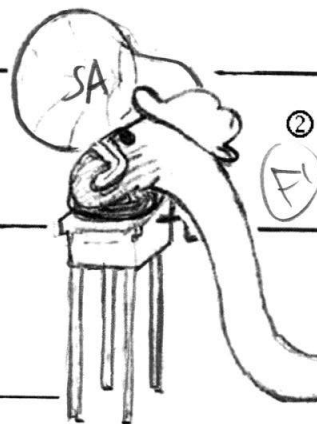
Sc. 155 *CONT* Pnl. G Bg. day night



Dialog: SFX: ZIP ZIP ZIP! ...

Actic

Timi



BLUE NOSE REALLY GETS INTO IT AND WAGS HIS BUTT AROUND.



DEC 18 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **389**

Sc. 155 *CONT*

Pnl. H

Bg.

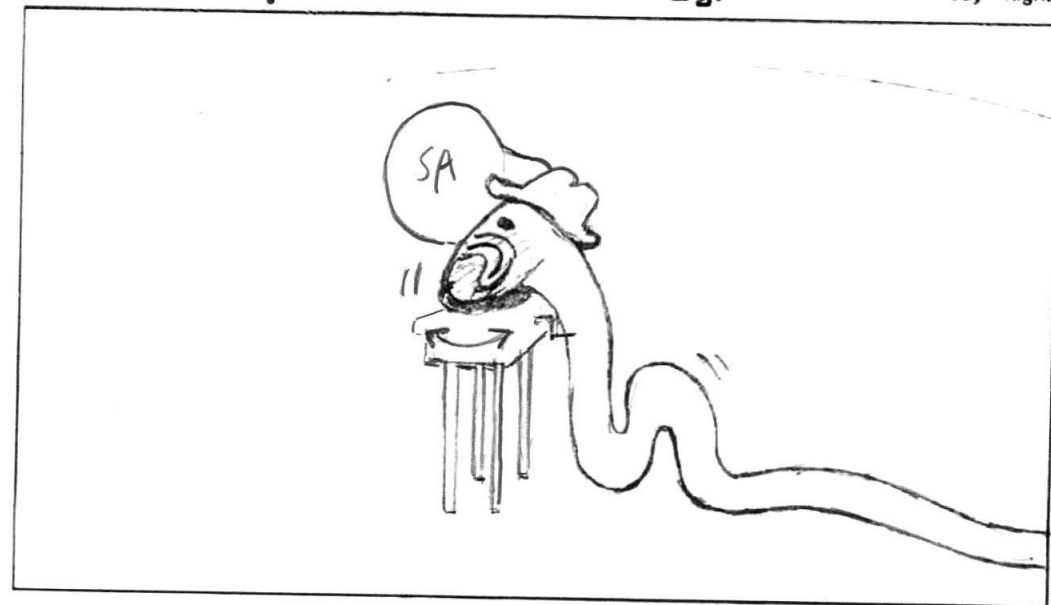
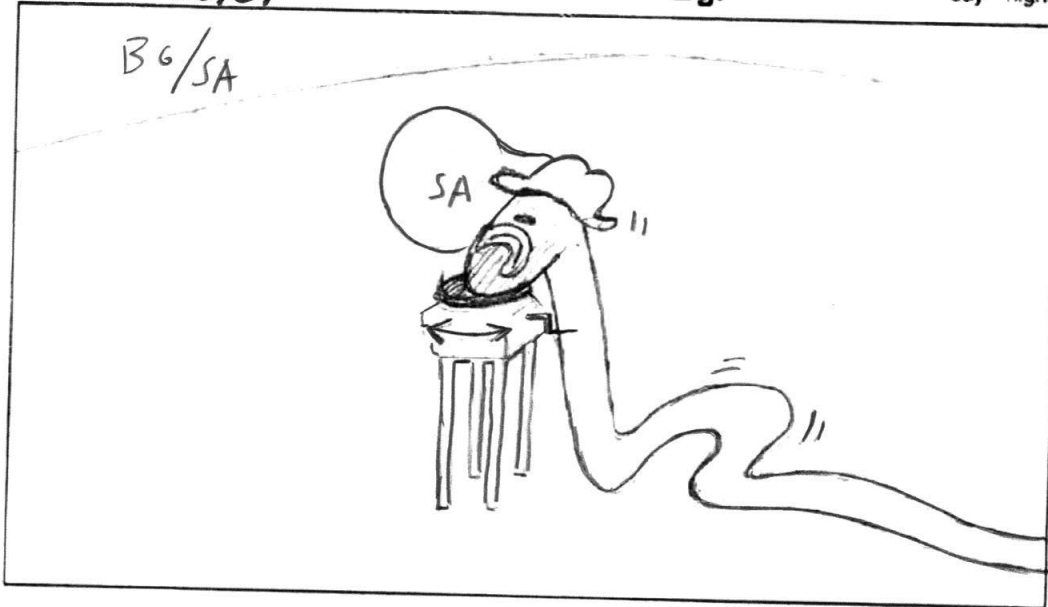
day night

Sc. 155 *CONT*

Pnl. I

Bg.

day night



Dialog: SFX: ZIP ZIP ZIP . . .

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **390**

Sc. 155 **CONT**

Pnl. J

Bg.

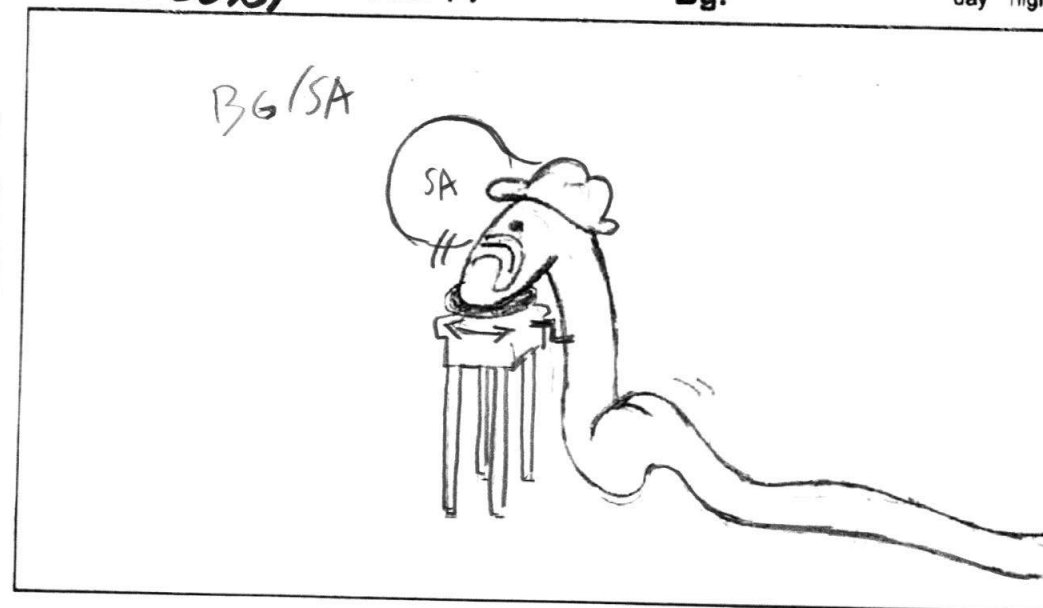
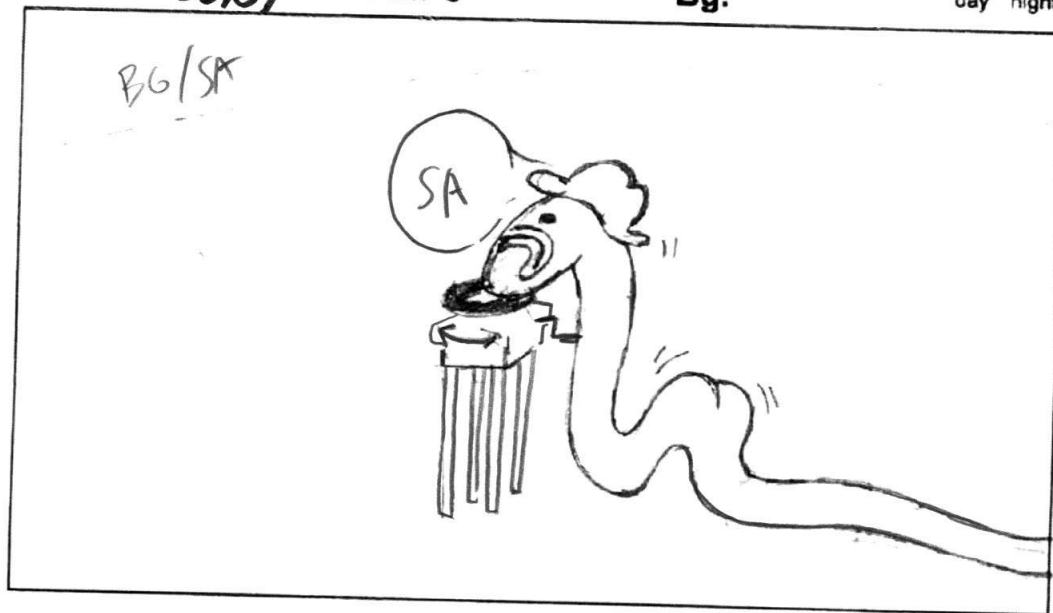
day night

Sc. 155 **CONT**

Pnl. K

Bg.

day night



Dialog: SFX: ZIP ZIP ZIP . . .

. . .

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 391

Cut

Sc. 155 *CONT* Pnl. L

Bg.

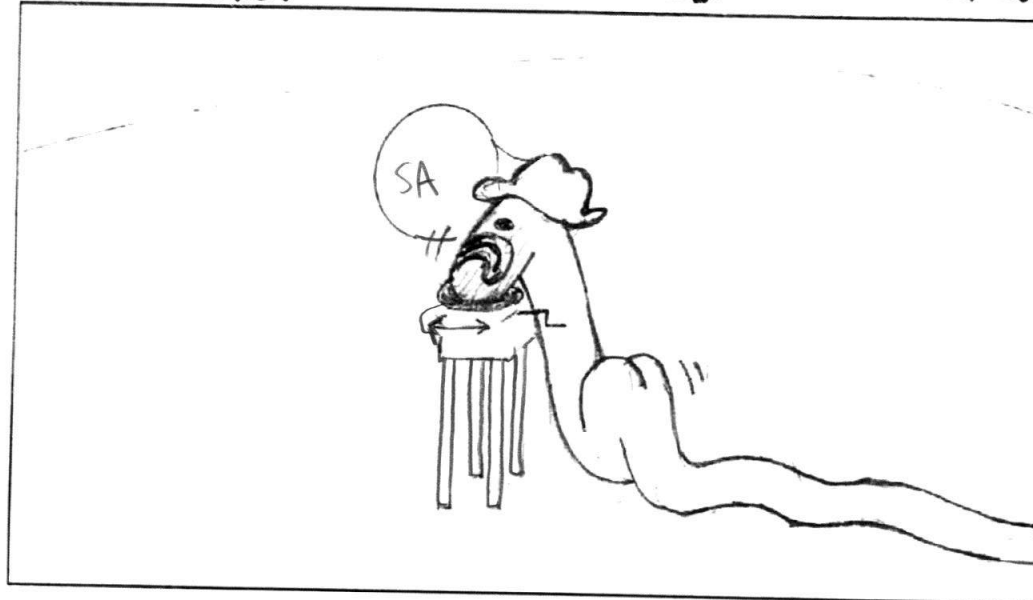
day night



Sc. 155 *CONT* Pnl. M

Bg.

day night



Dialog:

SFX: ZIP ZIP ZIP!

SFX: ZIP ZIP ZIP!

Action:

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

1025/162

Cont

ADVENTURE TIME

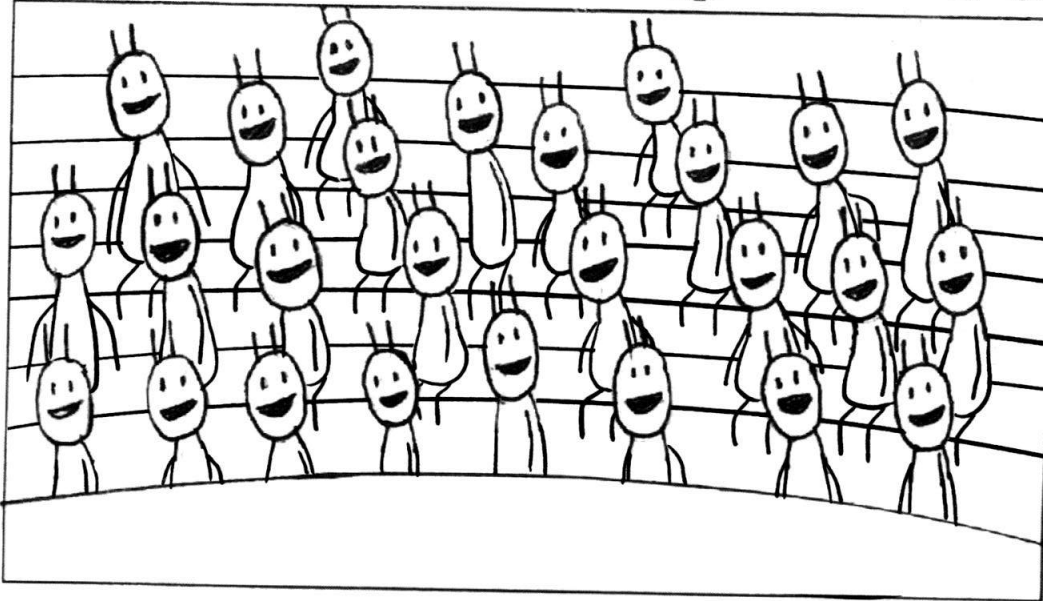


Sc. 155A

Pnl. A

Bg.

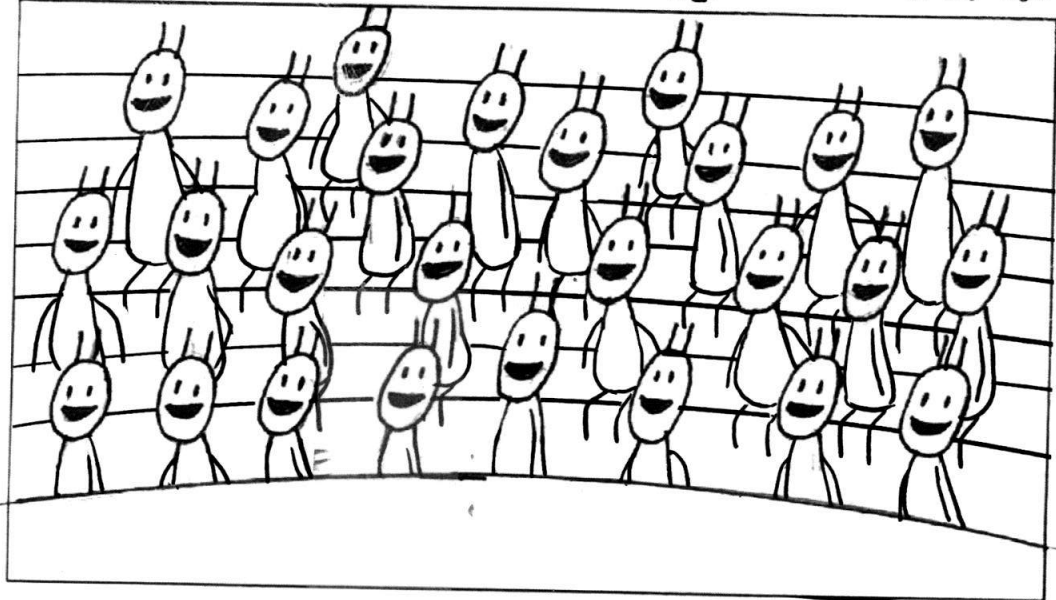
day night



Sc. 155A *cont*

Pnl. B

Bg.



Page 392
392A *cont*
day night

EPISODE #

1025/162

Dialog:

SFX: ZIP ZIP ZIP! ...

Action:

ON AUDIENCE, MOVING THEIR HEADS
TO THE SCRATCHY DJ MUSIC.

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Timing:

CYCLE (A), (B), (A), (B) etc.

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1025/162

1025/162

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ADVENTURE TIME



Sc. 155B

Pnl.

A

Bg.

day night



Sc.

155B cont

Pnl.

B

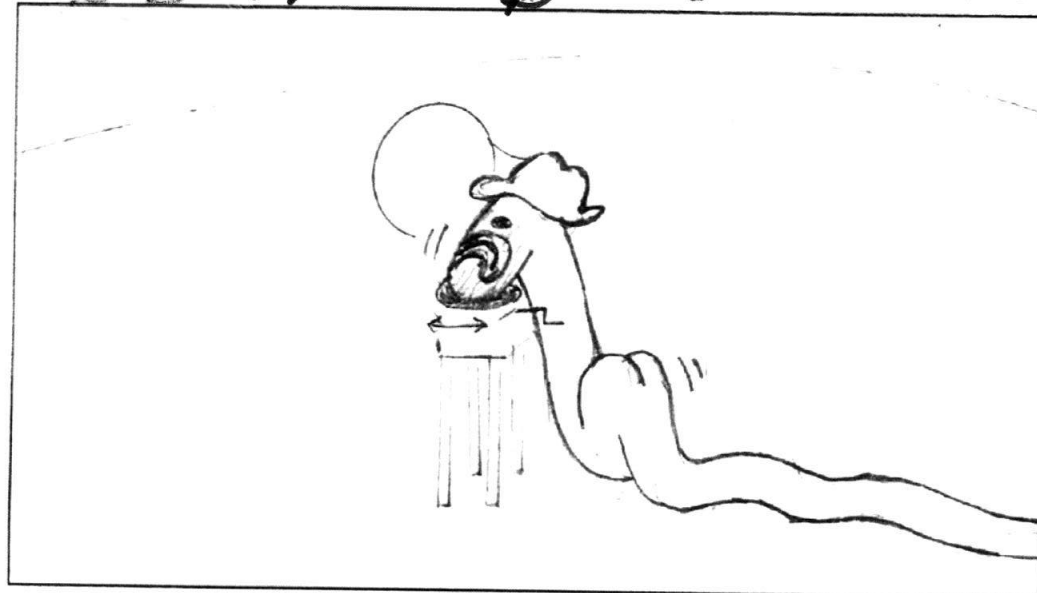
Bg.

Page

392A

day night

393 NEXT



Dialog:

SFX: ZIP ZIP ZIP!

SFX: ZIP ZIP ZIP!

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

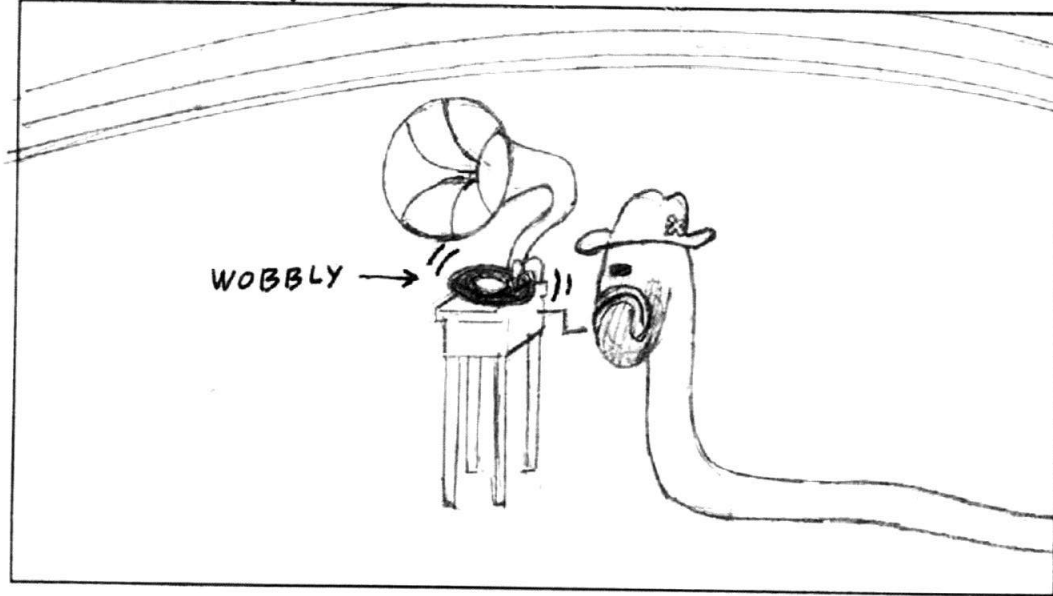


Page 393

Sc. 155B *CONT* Pnl. C

Bg.

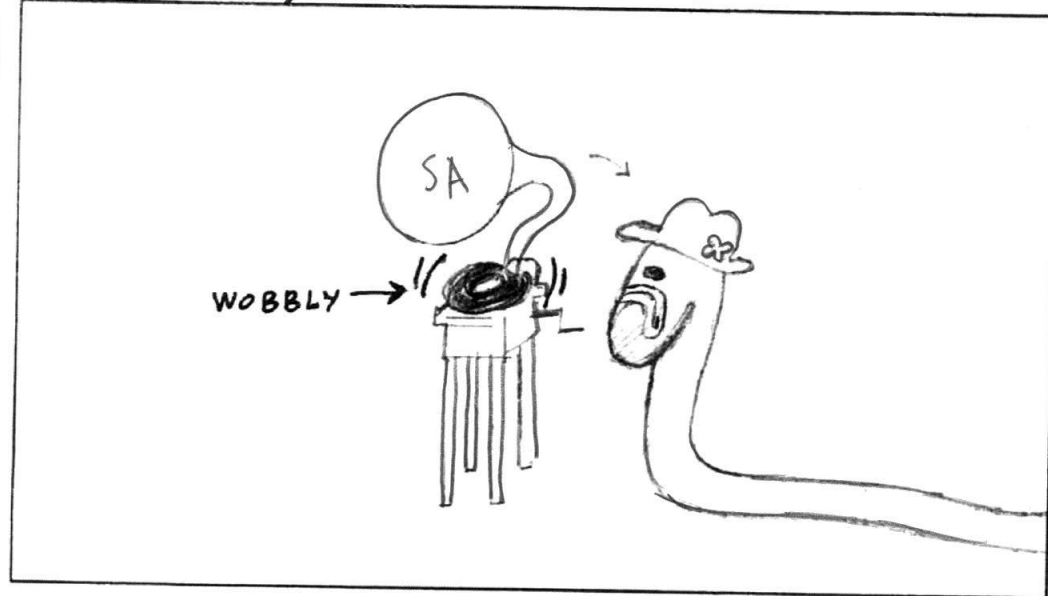
day night



Sc. 155B *CONT* Pnl. D

Bg.

day night



Dialog: SFX: ZIPPY MUSIC

SFX: IN BETWEEN ZIPPY MUSIC AND
MELANCHOLY MUSIC (TRANSITIONING)

Action: ON BLUE NOSE. HE HAS STOPPED SCRATCHING
THE RECORD. THE RECORD IS SPINNING
CRAZILY, MAKING CRAZY MUSIC.

THE RECORD STARTS TO SLOW DOWN...

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 394

Sc. 155B *CONT* Pnl. E

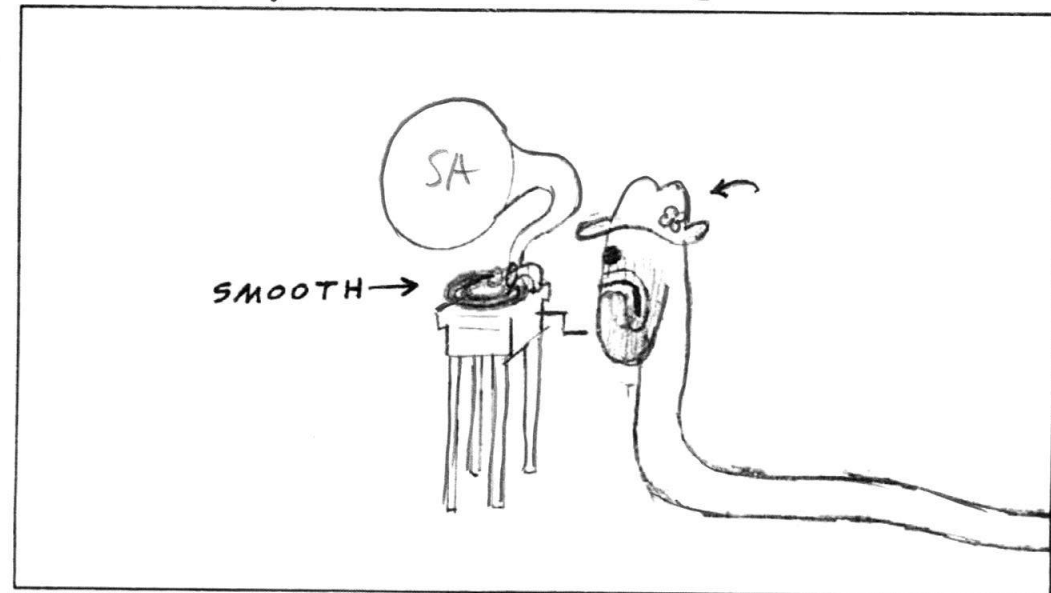
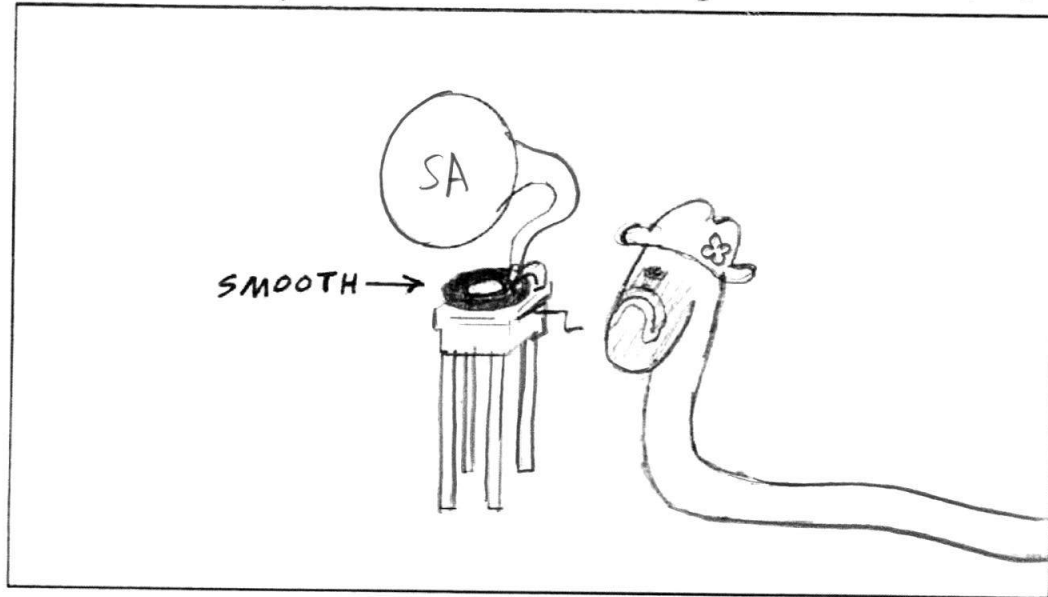
Bg.

day night

Sc. 155B *CONT* Pnl. F

Bg.

day night



Dialog: MUSIC: MELANCHOLY MUSIC . . .

Action: NOW THE RECORD IS PLAYING SMOOTHLY
AGAIN, PLAYING THE OLD MELANCHOLY MUSIC.

BLUE NOSE GIVES THE RECORD A DIRTY LOOK.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

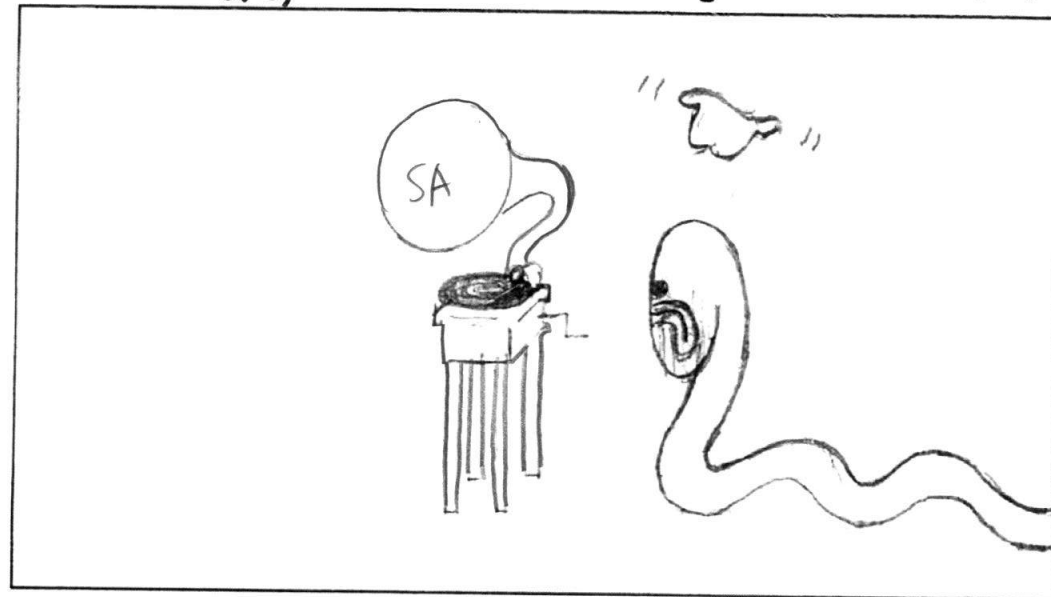


Page **395**

Sc. 155B *CONT* Pnl. G

Bg.

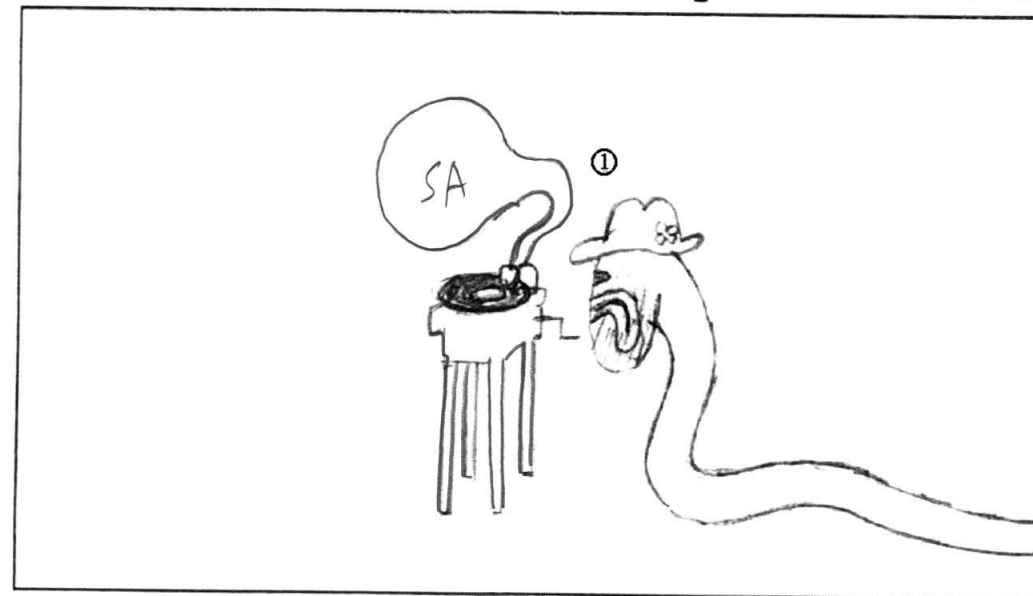
day night



Sc. 155B *CONT* Pnl. H

Bg.

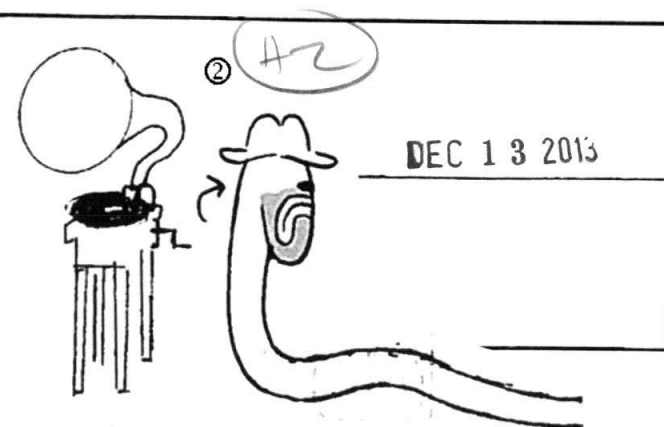
day night



Dialog: MUSIC MELANCHOLY MUSIC ...

Action: BLUE NOSE DOES A LAME 'COMICAL TAKE'!
- LUT SPINS AND LANDS BACK ON HEAD.

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 155B *CONT* Pnl. I

Bg.

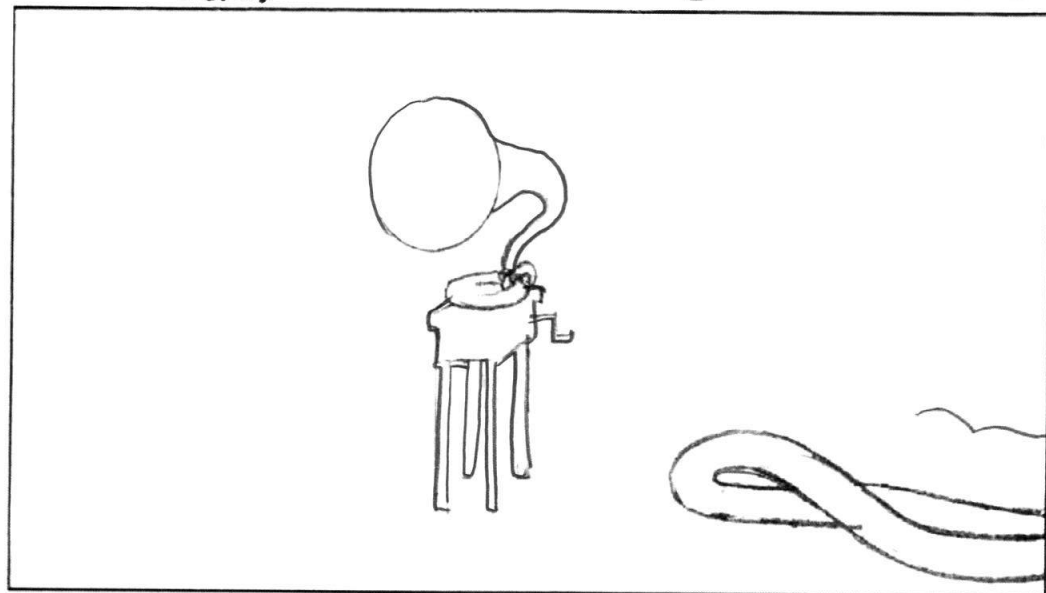
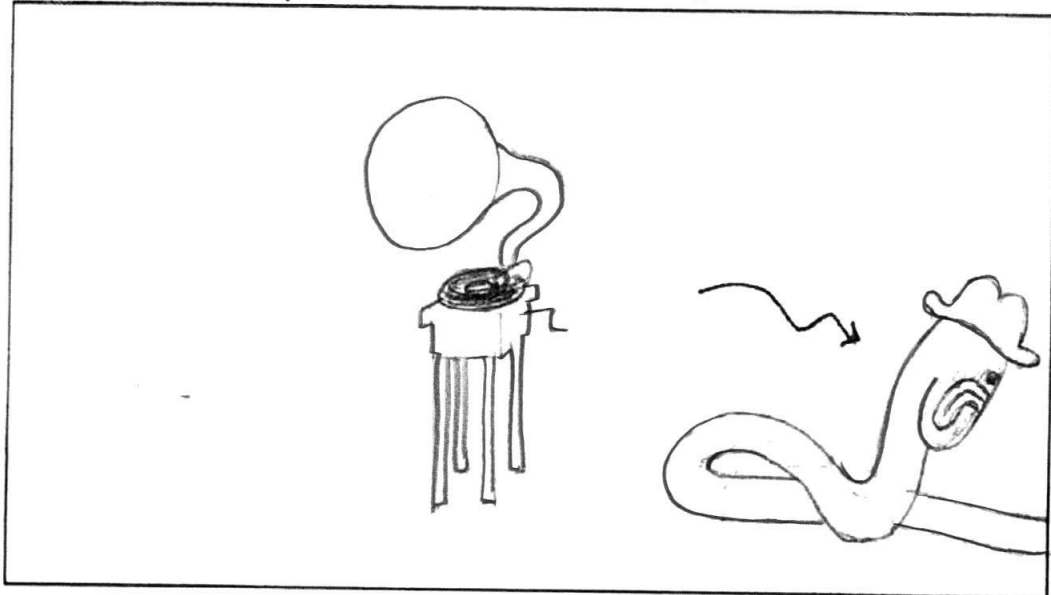
day night

Sc. 155B *CONT*

Pnl. J

Bg.

Page 396
396A NEXT
day night



EPISODE #

Dialog:

MUSIC: MELANCHOLY MUSIC ...

Action:

BLUE NOSE TURNS AND MARCHES
OUT OF SCENE.

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Sc. 155B

CONT

Pnl. K

Bg.

day night

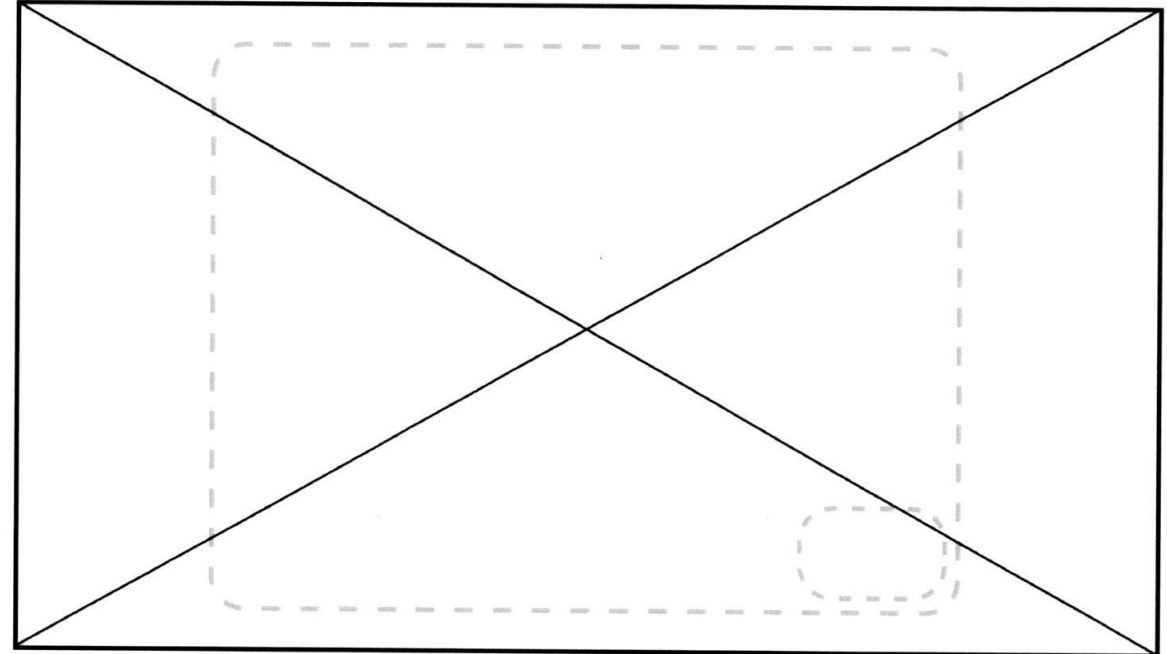
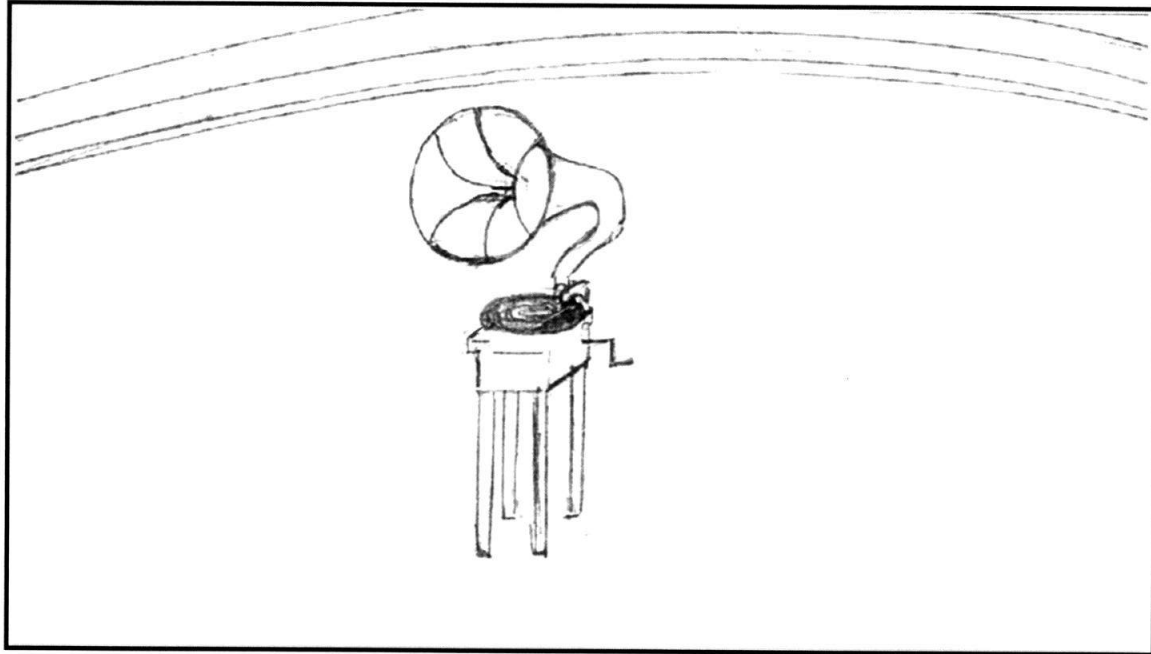
Sc.

Pnl.

Bg.

Page 396A

297 NEXT
day night



Dialog:

Action:

DEC 13 2013

Timing:

EPISODE #

1025/162

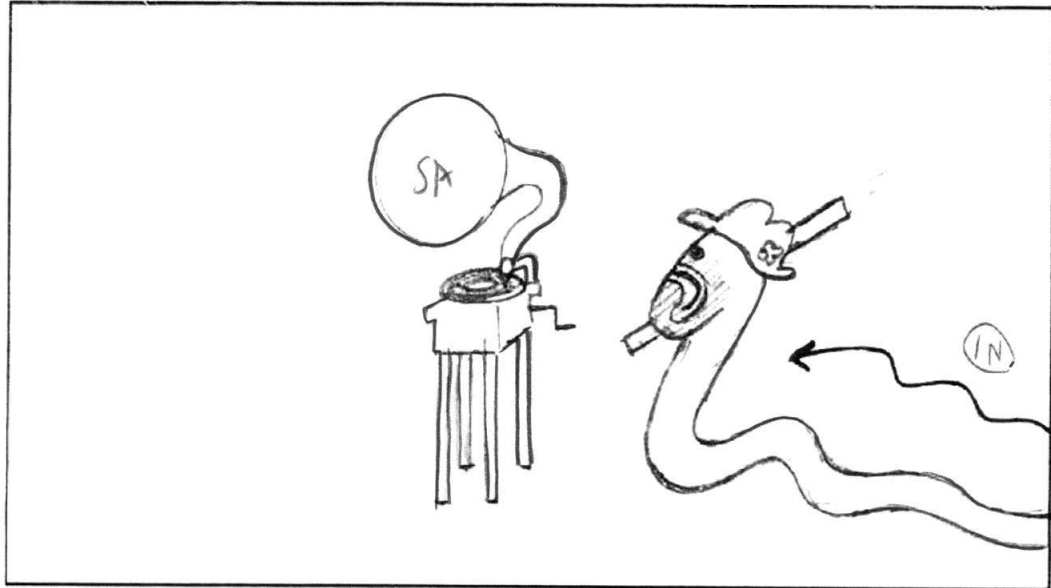
Production:

1025/162

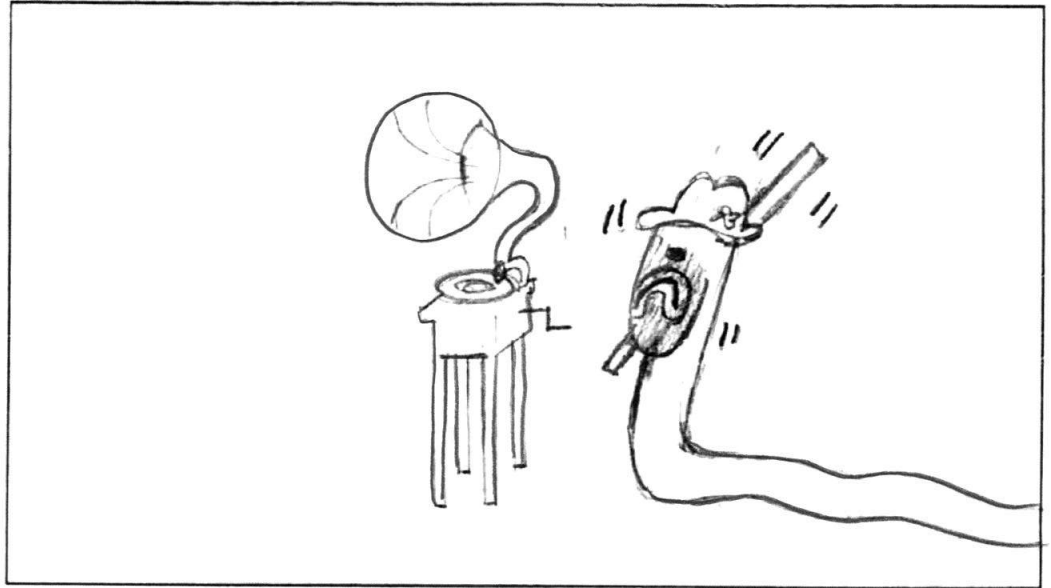
ADVENTURE TIME



Sc. 155B *CONT* Pnl. L Bg. day night



Sc. 155B *CONT* Pnl. M Bg. day night



Dialog:	<u>MUSIC</u> : MELANCHOLY MUSIC ---	
Action:	BLUE NOSE MARCHES BACK INTO SCENE, CARRYING A CHAIR LEG (OR TABLE LEG).	BLUE NOSE SHAKES WITH ANGER.
Timing:	DEC 13 2013	

EPISODE #

Production :

ADVENTURE TIME

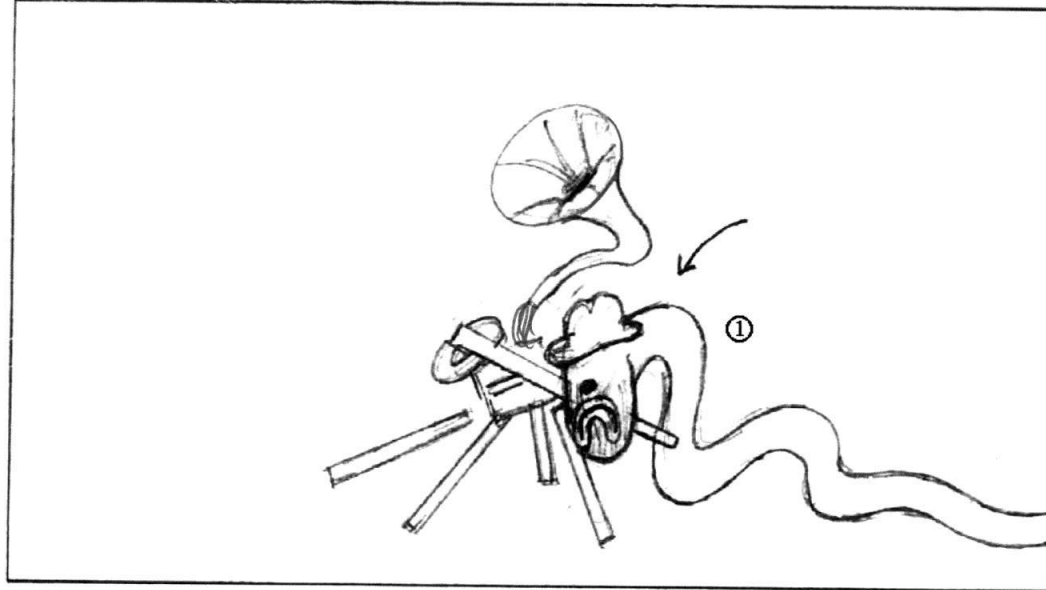


Page 398

Sc. 155B *CONT* Pnl. N

Bg.

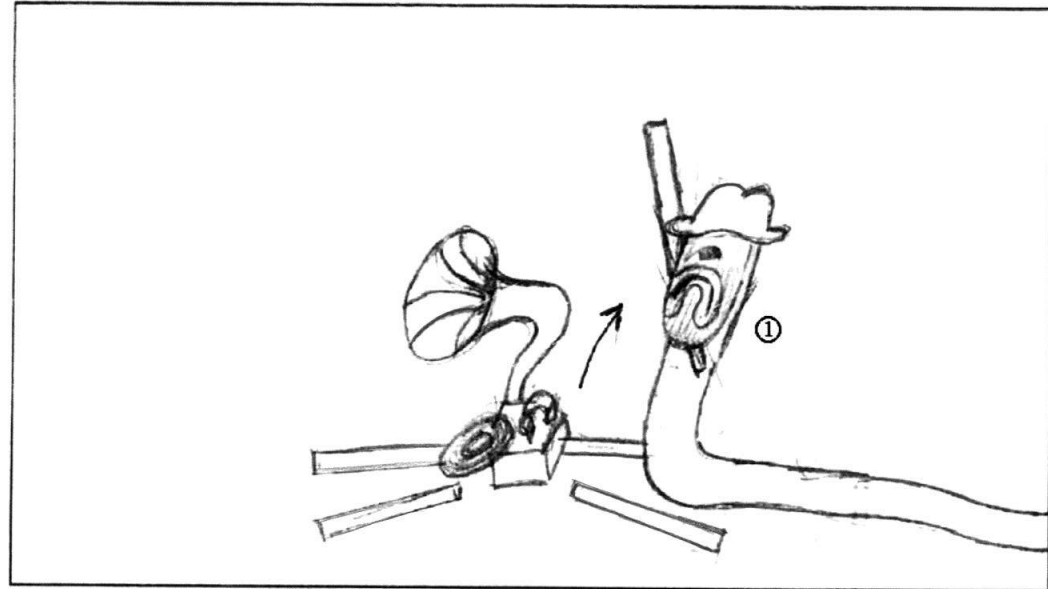
day night



Sc. 155B *CONT* Pnl. O

Bg.

day night

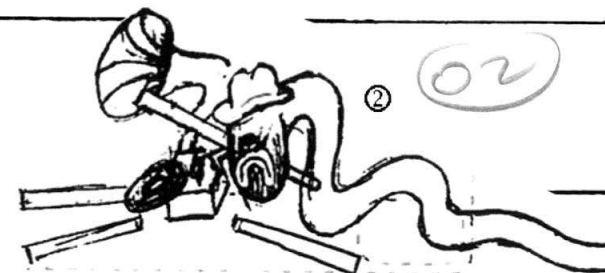


Dialog: SFX: BANG! BANG! BANG! ...
AUDIENCE: HA HA HA! ...

Action: BLUE NOSE SMASHES THE VICTROLA!
BOTTOM LEVEL = VICTROLA GETTING BROKEN DOWN.
TOP LEVEL = CYCLE BLUE NOSE SMASHING. A/B.

DEC 13 2013

Timing:



EPISODE #

Production :

ADVENTURE TIME

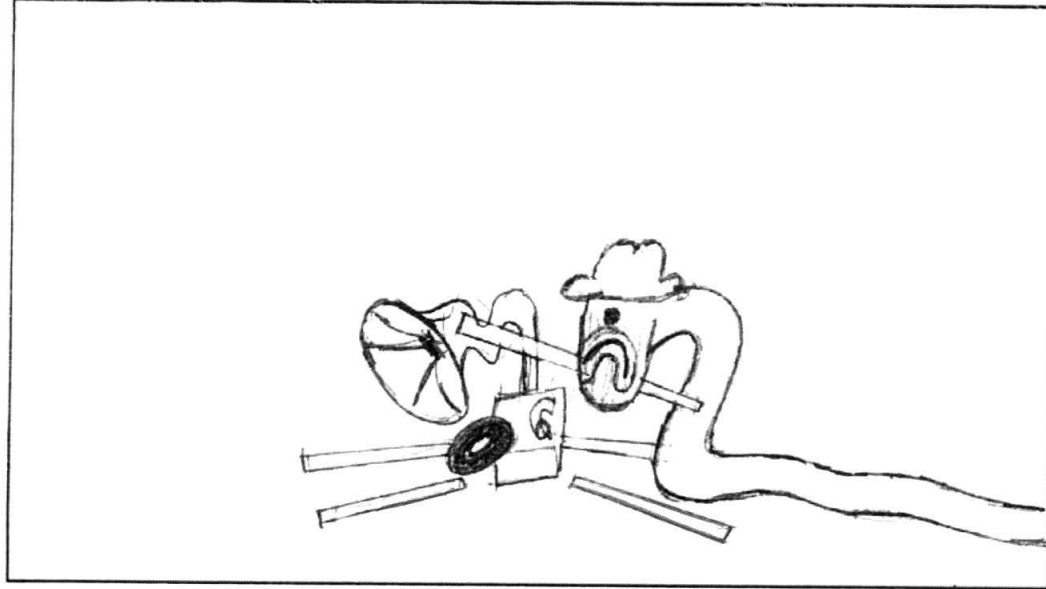


Page **399**

Sc. 155B *CONT* Pnl. P

Bg.

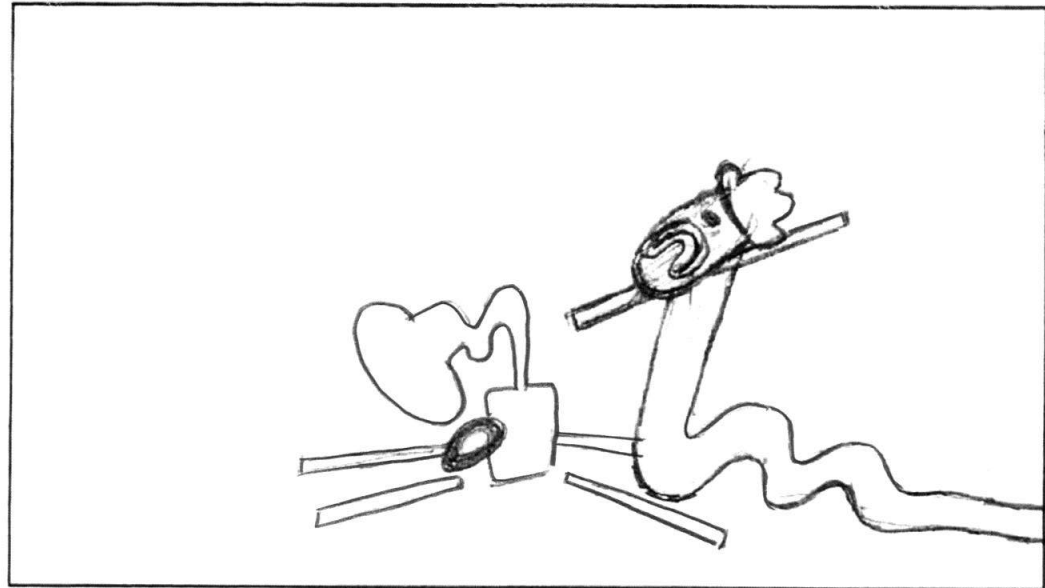
day night



Sc. 155B *CONT* Pnl. Q

Bg.

day night



EPISODE #

Dialog:

Action:

SETTLE B.N.

B.N. ANTIC BACK

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

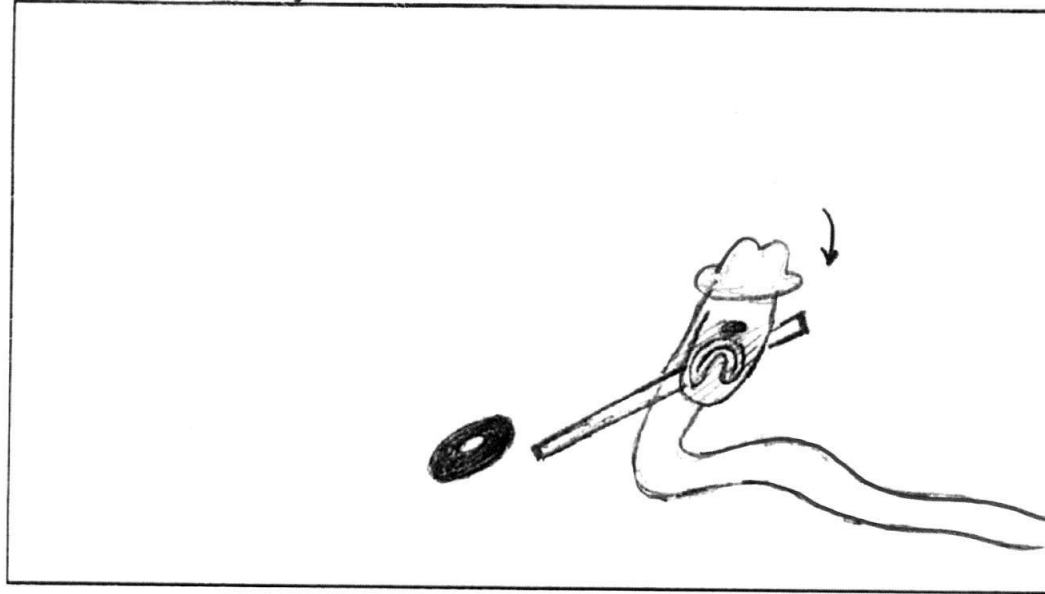


Page **400**

Sc. 155B *CONT* Pnl. R

Bg.

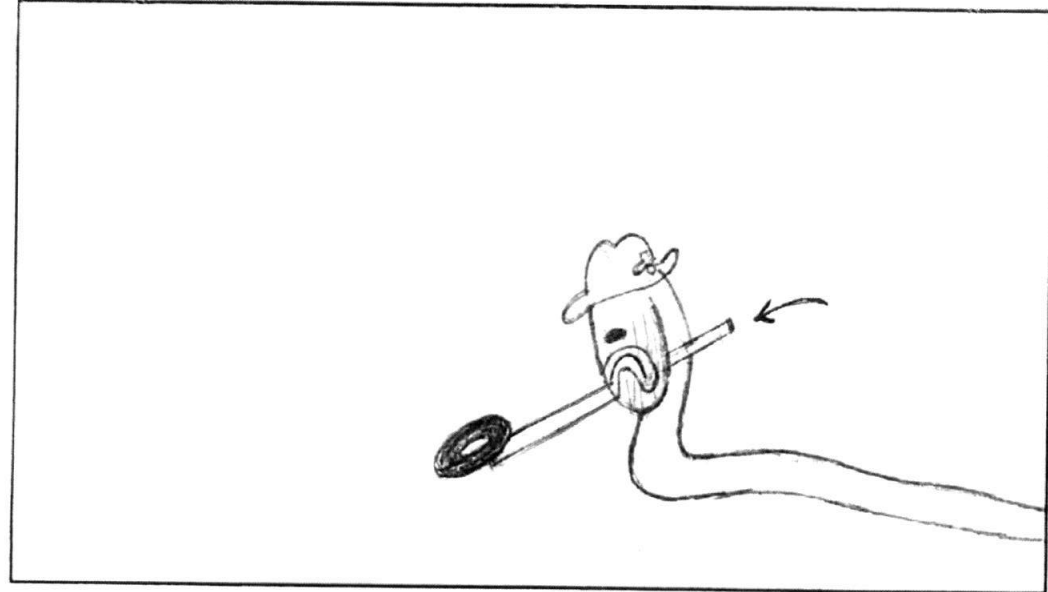
day night



Sc. 155B *CONT* Pnl. S

Bg.

day night



Dialog:

Action:

B.N. INTO STICKING THE LEG
UNDER THE RECORD ...

STICK UNDER RECORD.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

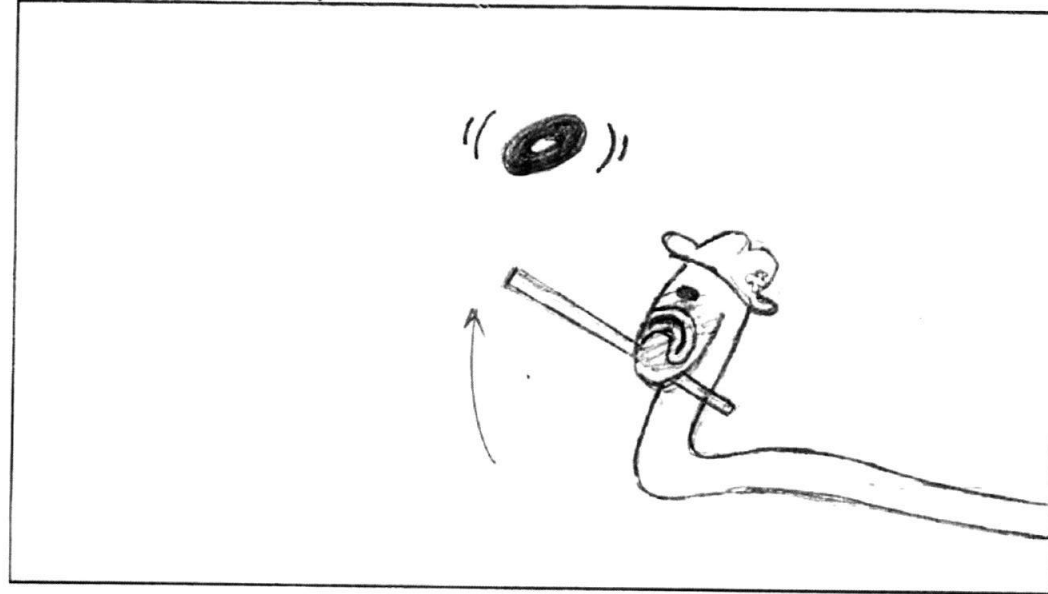


Page 401

Sc. 155B *CONT* Pnl. T

Bg.

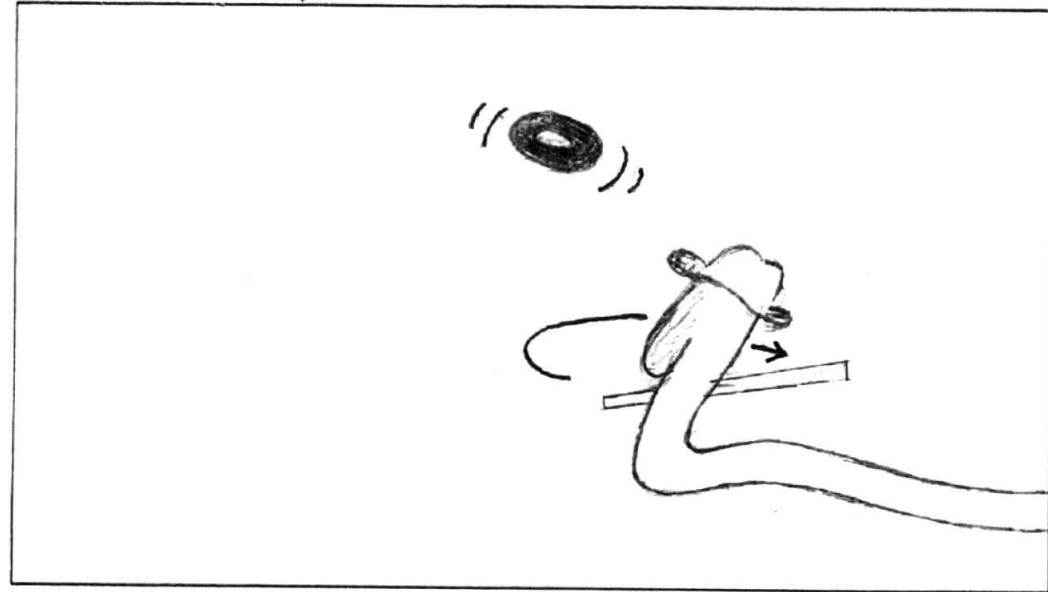
day night



Sc. 155B *CONT* Pnl. U

Bg.

day night



EPISODE #

Dialog:

Action:

B.N. FLIPS UP THE RECORD.

ANTIC. HITTING RECORD.

Timing:

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1025/162

1025/162

1025/162

1025/162

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ADVENTURE TIME

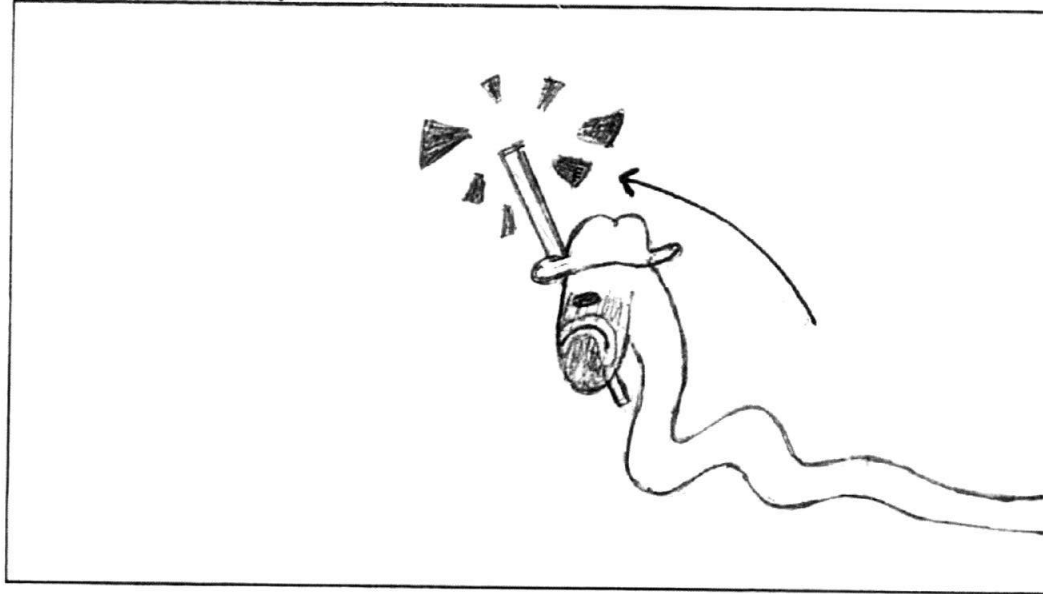


Page 402

Sc. 155B *cont* Pnl. V

Bg.

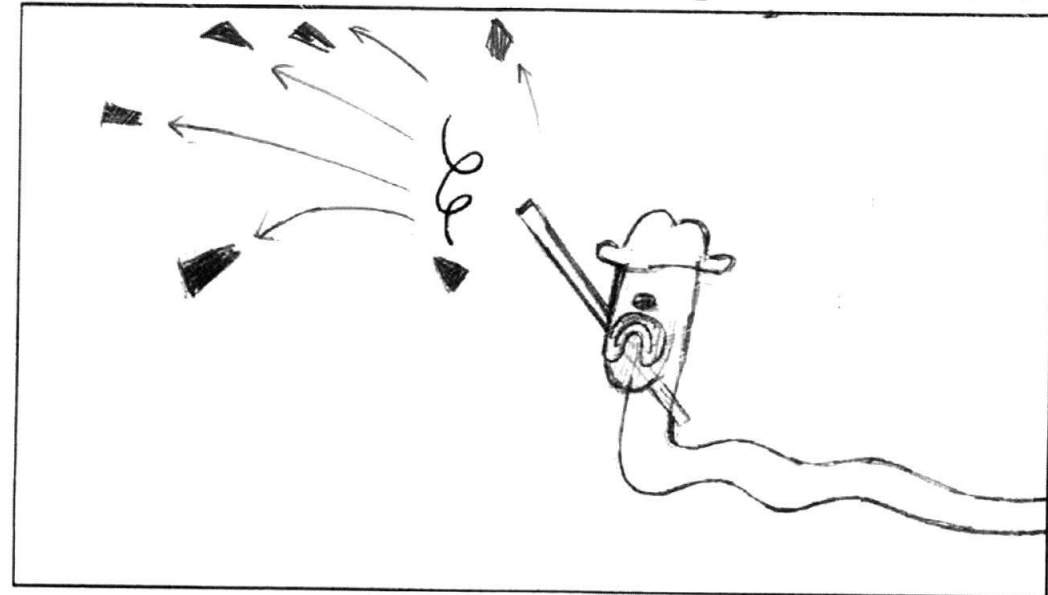
day night



Sc. 155B *cont* Pnl. W

Bg.

day night



EPISODE #

1025/162

Dialog: SFX = SMASH!

AUDIENCE: HA HA HA! ...

Action: B.N. SMASHES RECORD.

- PIECES ALL FLY OFF/S EXCEPT FOR ONE THAT SPINS DOWNWARD

Timing:

DEC 13 2013

Production :

1025/162

ADVENTURE TIME

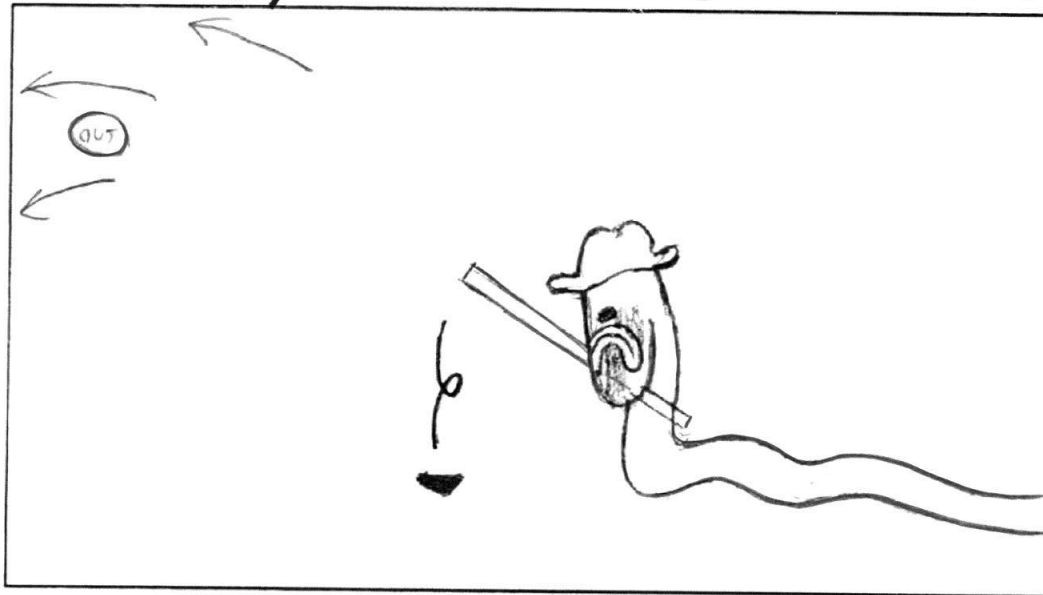


Page 403

Sc. 155B *cont* Pnl. X

Bg.

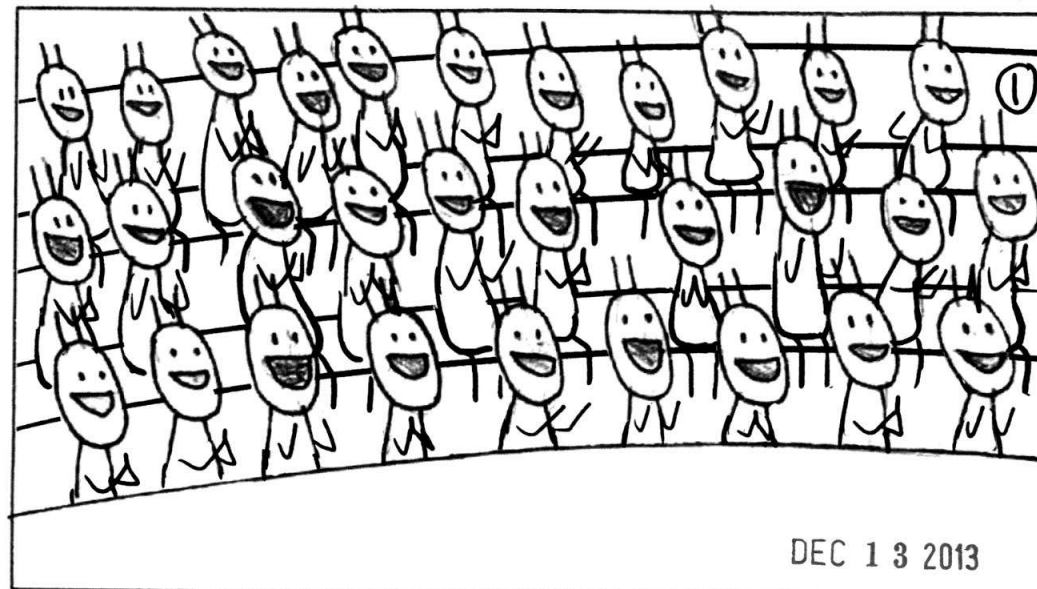
day night



Sc. 156

Pnl. A

day night



EPISODE #

A2

1025/162

Dialog: AUDIENCE: HA HA HA! ...
AND START APPLAUSE

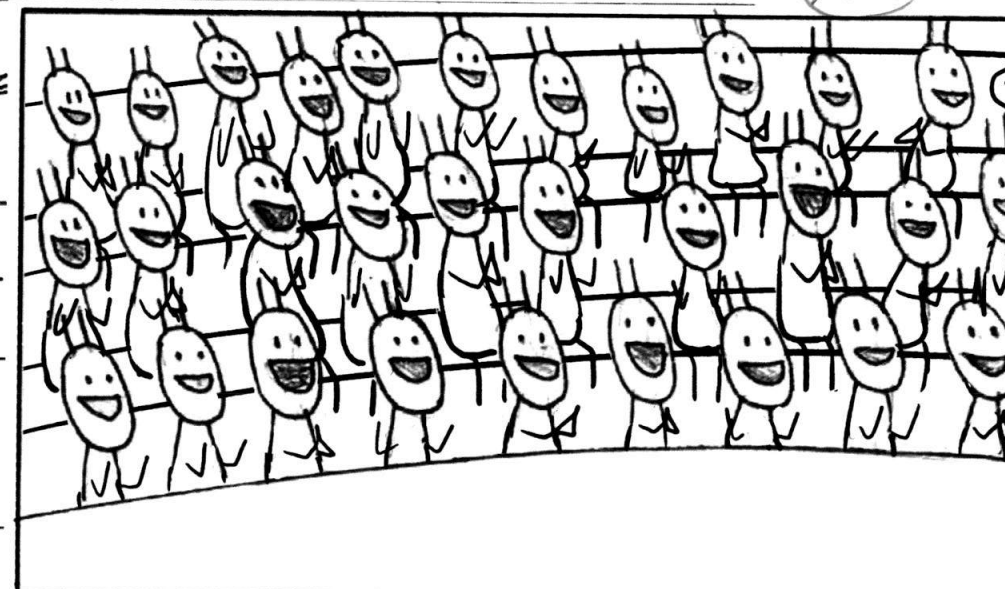
Action: B.N. LOOKS AT THE LAST PIECE
OF THE RECORD TO FALL.

Timing:

AUDIENCE: HA HA HA!
AND APPLAUSE

ON AUDIENCE HAPPILY
LAUGHING AND APPLAUDING.

CYCLE ①, ②, ①, ②
etc.



1025/162

1025/162

ADVENTURE TIME



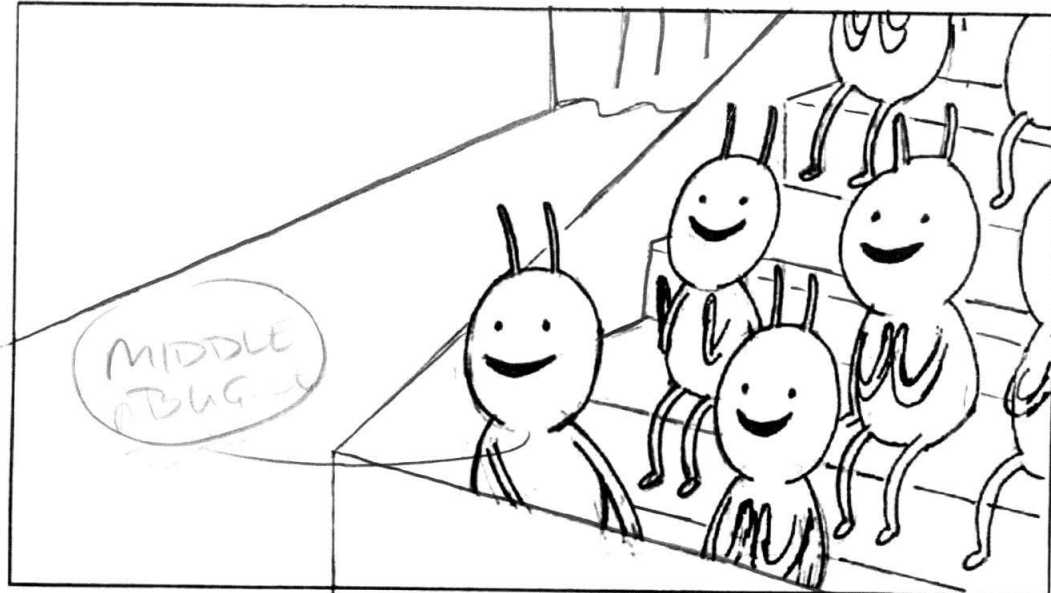
Page **404**

Sc. 157

Pnl. A

Bg.

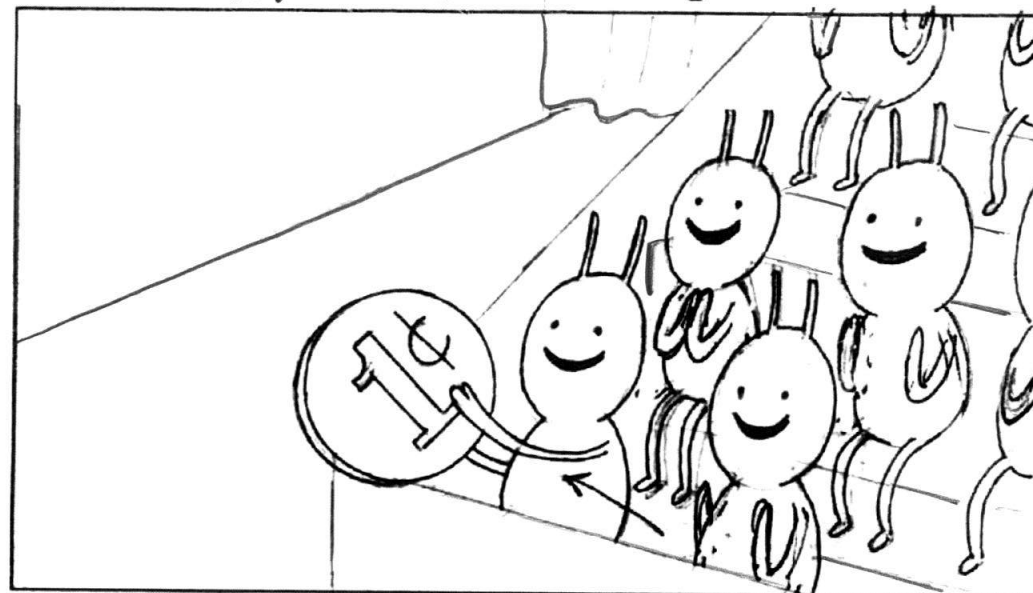
day night



Sc. 157 *CONT* Pnl. B

Bg.

day night



Dialog:

SFX: * APPLAUSE *

Someone in audience: We love-

Action:

ON AUDIENCE.
MIDDLE BUG IN ANTIC. POSE

MIDDLE BUG PULLS UP A PENNY.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

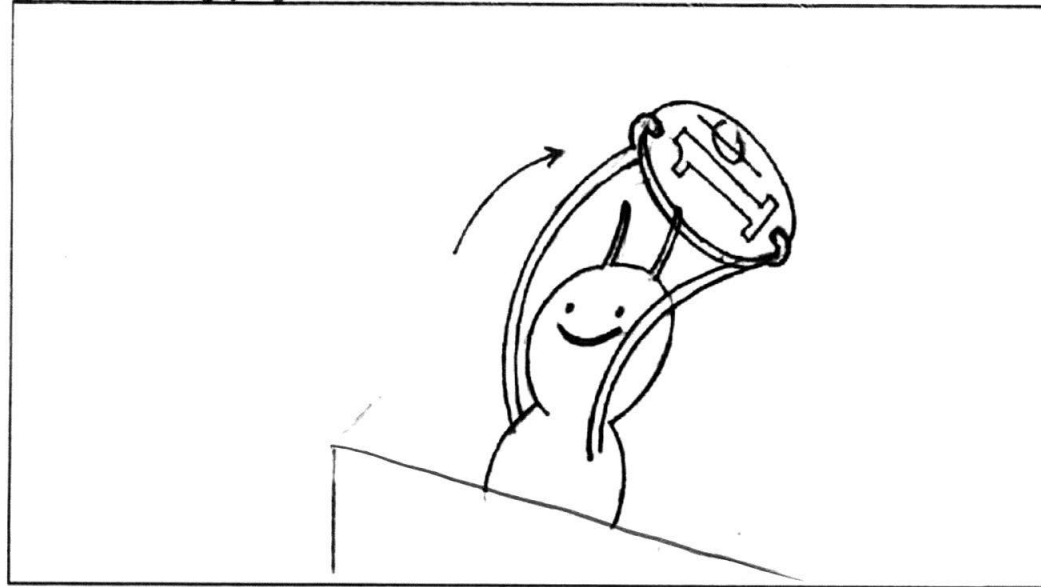


Page **405**

Sc. 157 *CONT* Pnl. C

Bg.

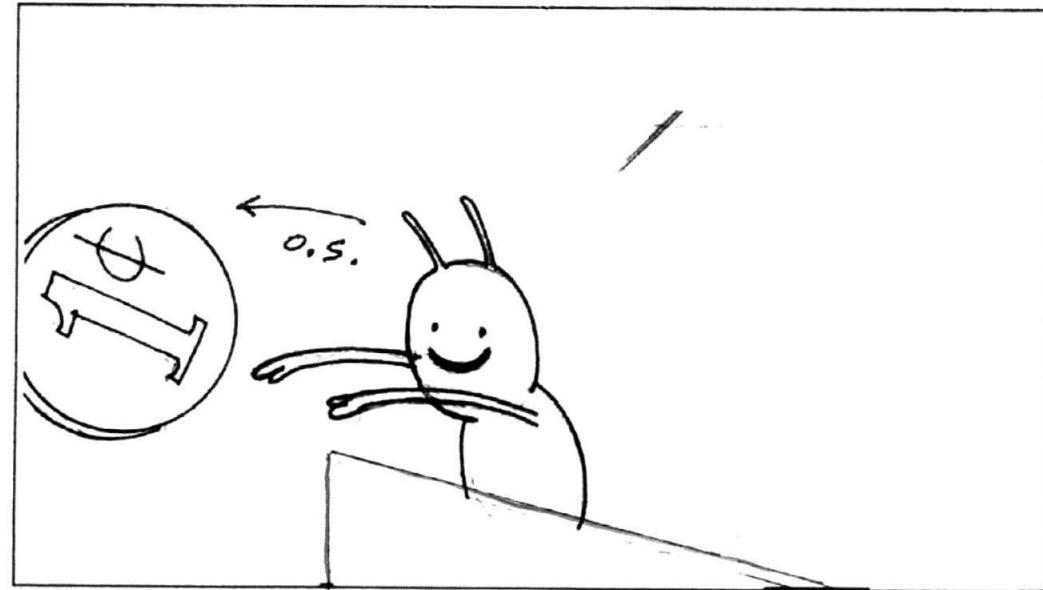
day night



Sc. 157 *CONT* Pnl. D

Bg.

day night



Dialog:

someone in audience cont: - Yooooouuuu

another person in audience: This is great!

***applause and laughter in background**

Action:

ANTIC. THROW

THROW.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

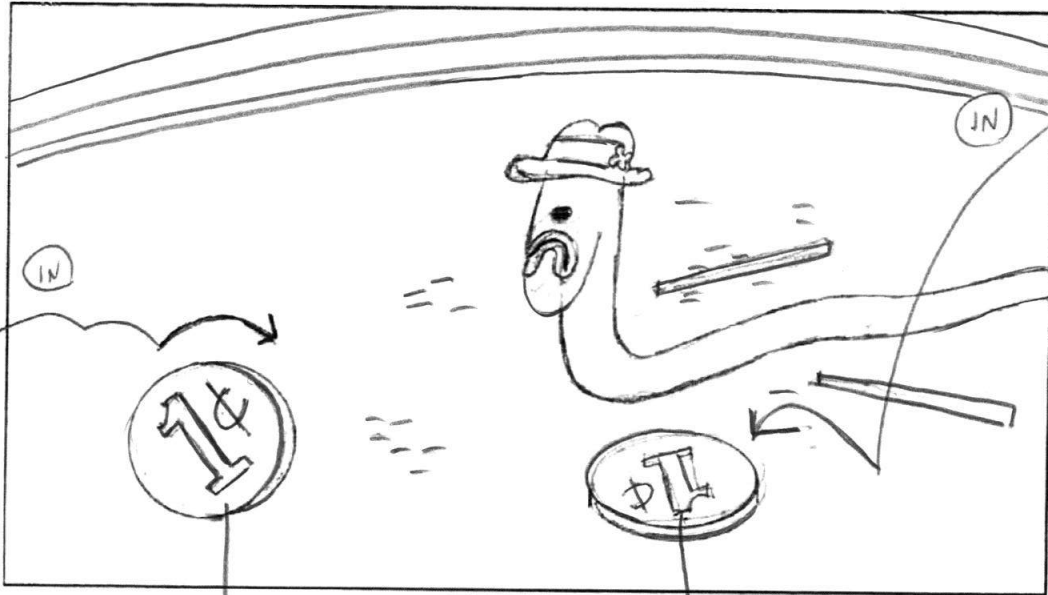


Sc. 158

Pnl. A

Bg.

day night



Dialog:

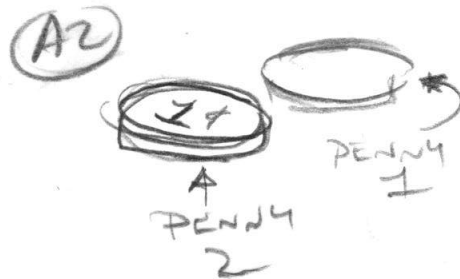
PENNY 2

PENNY 1

Action:

ON BLUE NOSE.
PENNY ROLLS IN.

Timing:

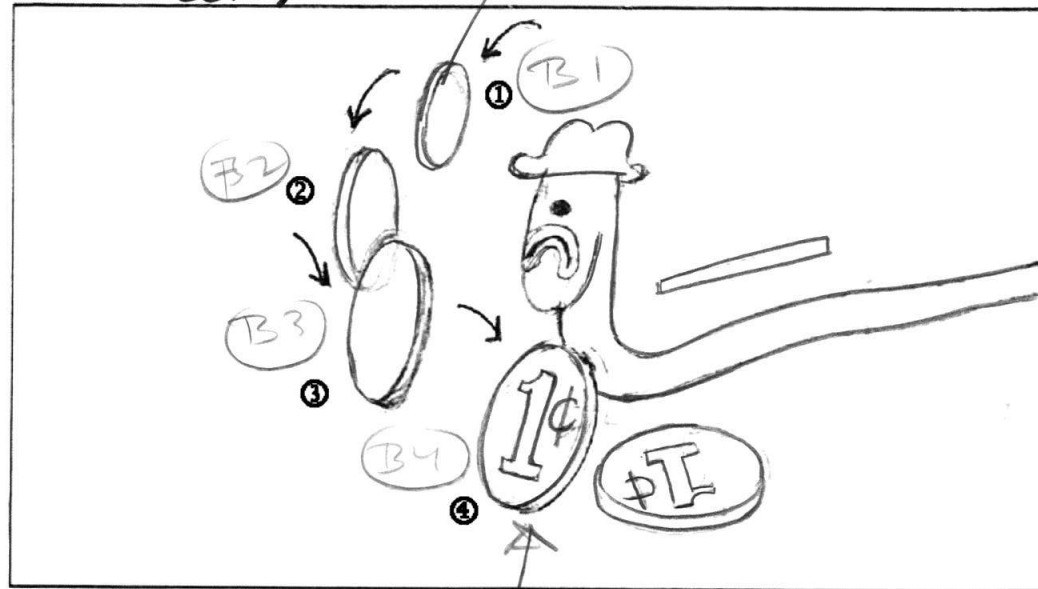


Sc. 158 *cont*

Pnl. B

Bg.

day night



PENNY 3

ANOTHER PENNY ROLLS IN.

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

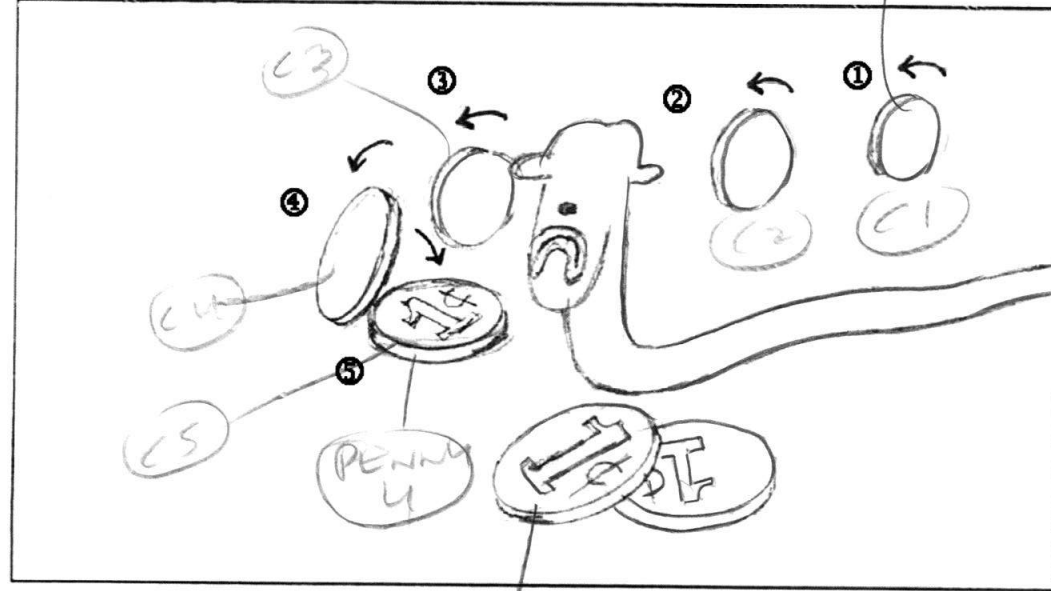


Page 407

Sc. 158 *CONT* Pnl. C

Bg.

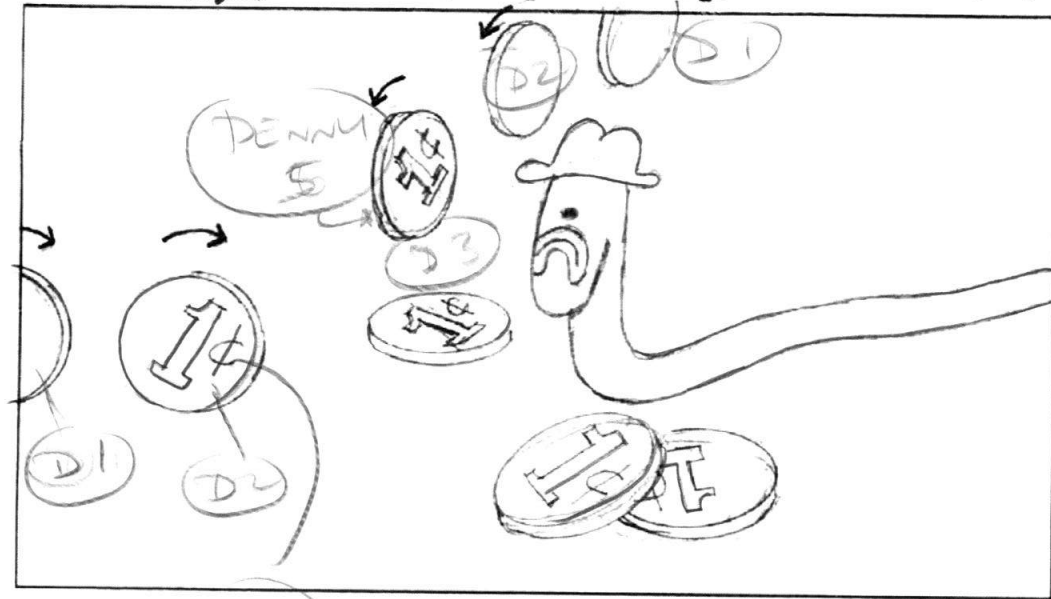
day night



Sc. 158 *CONT* Pnl. D

Bg.

day night



Dialog:

PENNY 3

Action:

ANOTHER PENNY ROLLS IN.

TWO MORE PENNIES ROLL IN.
(CUT ON ACTION.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **408**

Sc. 158A

Pnl. A

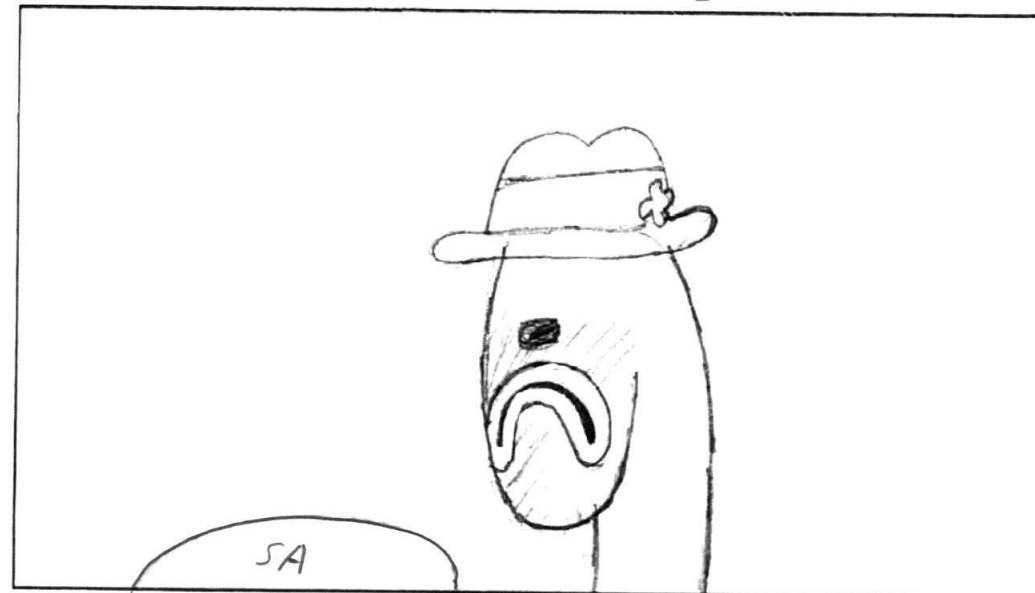
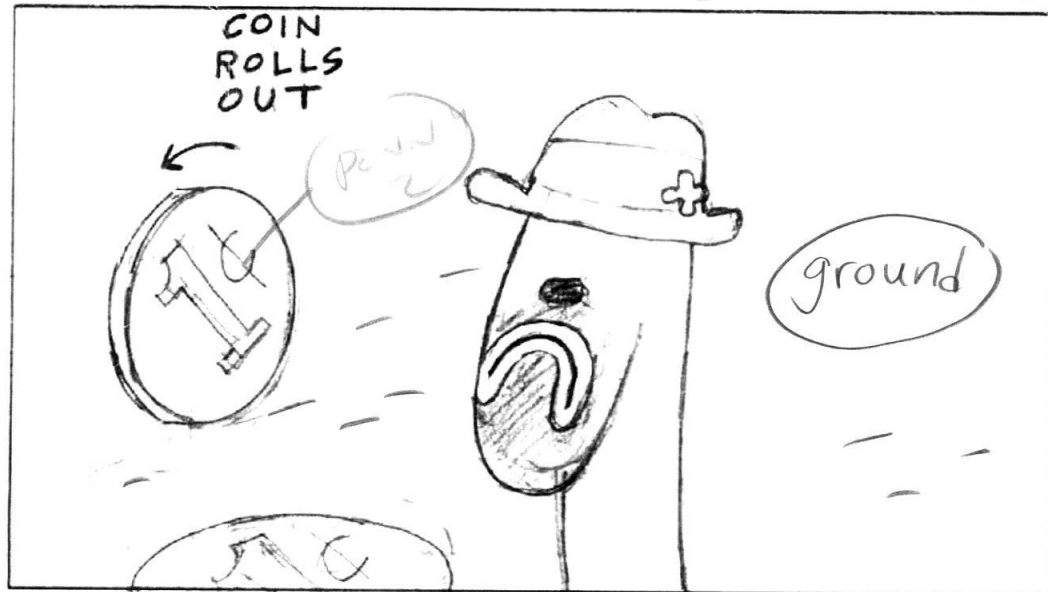
Bg.

day night

Sc. 158A *CONT* Pnl. B

Bg.

day night



Dialog:

PENNY
2

Action:

ON BLUE NOSE LOOKING SAD.

BLUE NOSE SAGS A BIT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

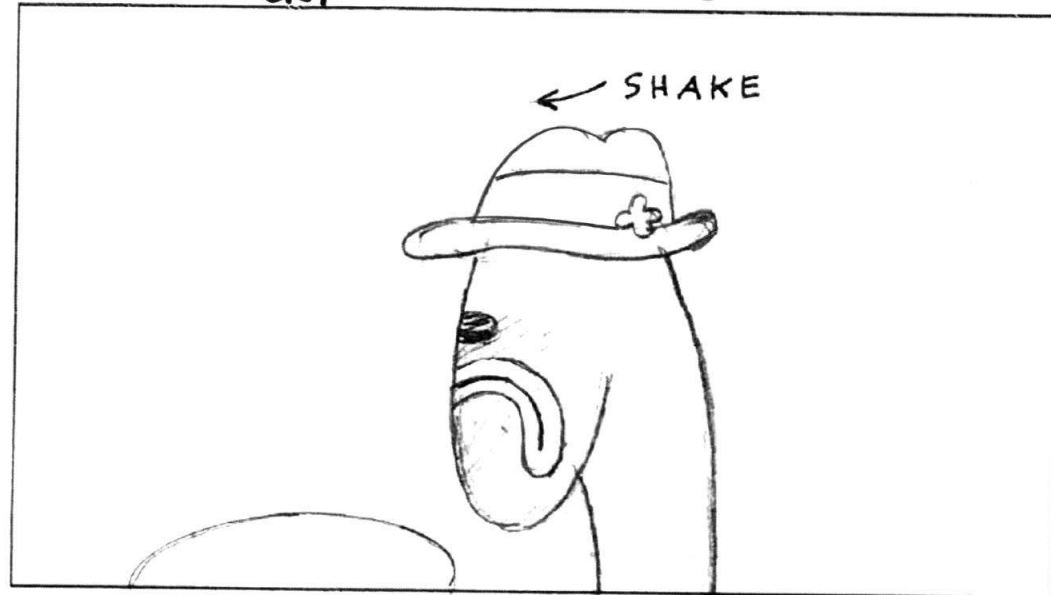


Page 409

Sc. 158A CONT Pnl. C

Bg.

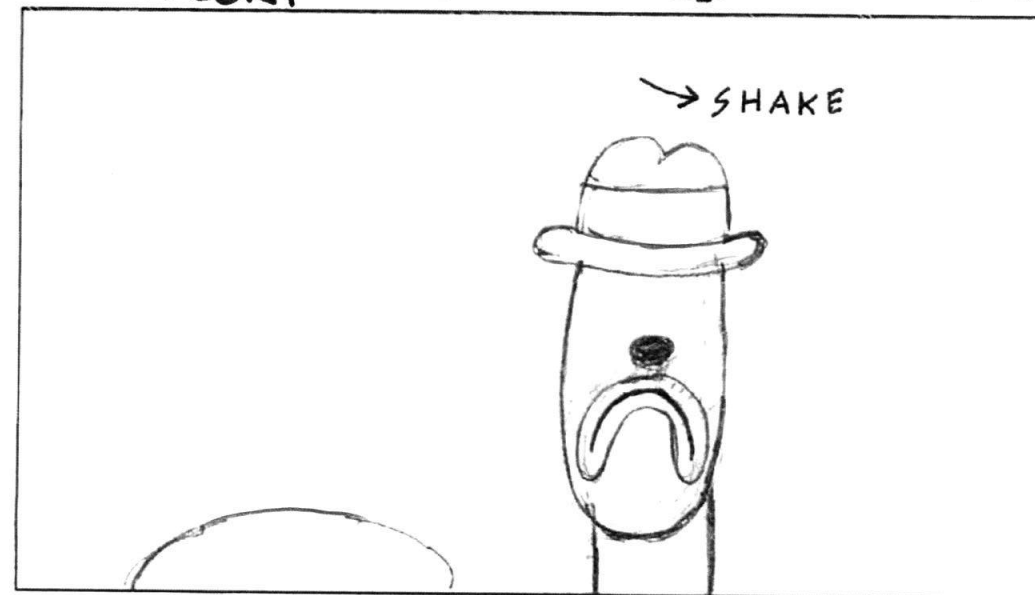
day night



Sc. 158A CONT Pnl. D

Bg.

day night



Dialog:

Action: BLUE NOSE SHAKES HIS HEAD SADLY. (CYCLE.)
HE HAS SOLD OUT!

DEC 13 2013

Timing:

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME



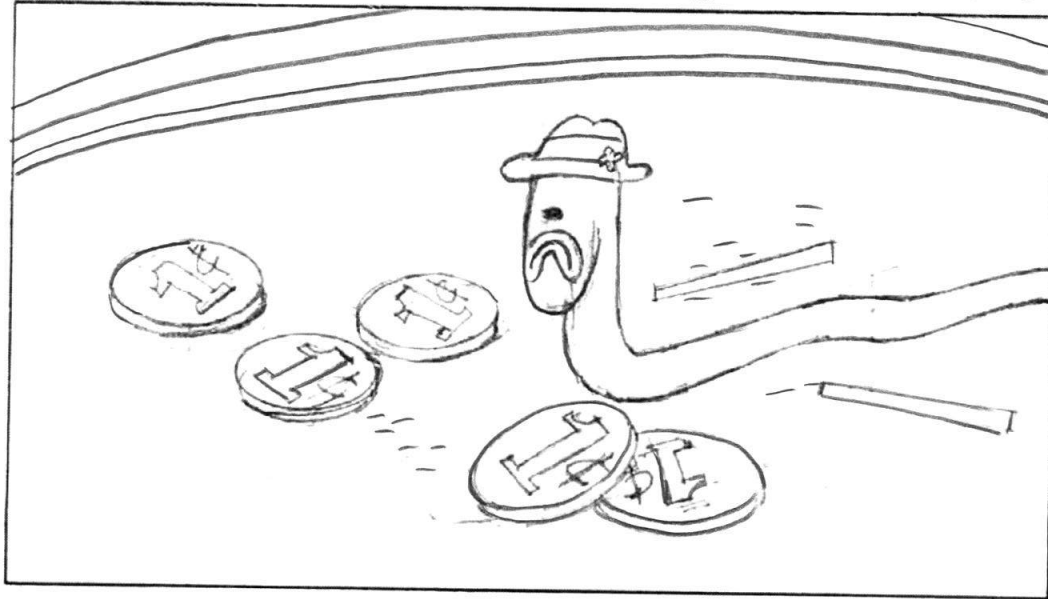
Page 410

Sc. 158B

Pnl. A

Bg.

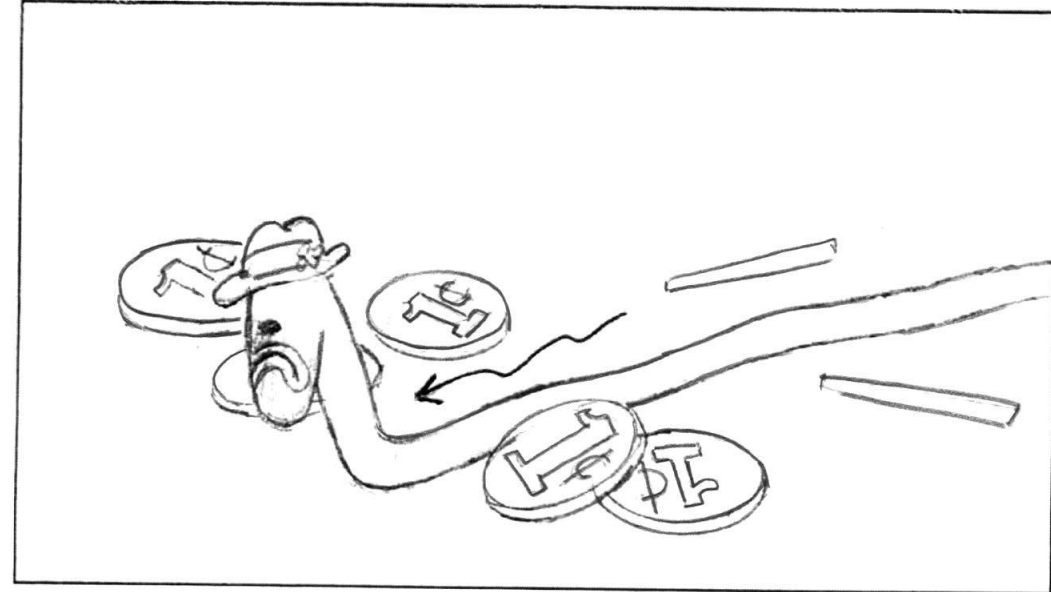
day night



Sc. 158B *CONT* Pnl. B

Bg.

day night



Dialog:

Action: BACK TO WIDE SHOT OF B.N.

B.N. WALKS OUT, SADLY.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

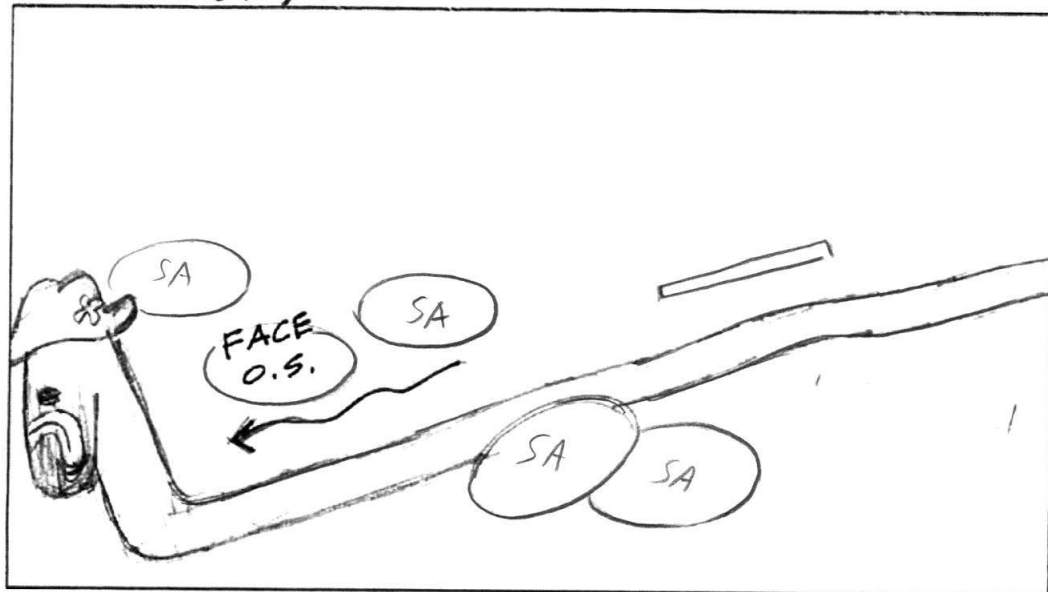


Page 411

Sc. 158B *CONT* Pnl. C

Bg.

day night

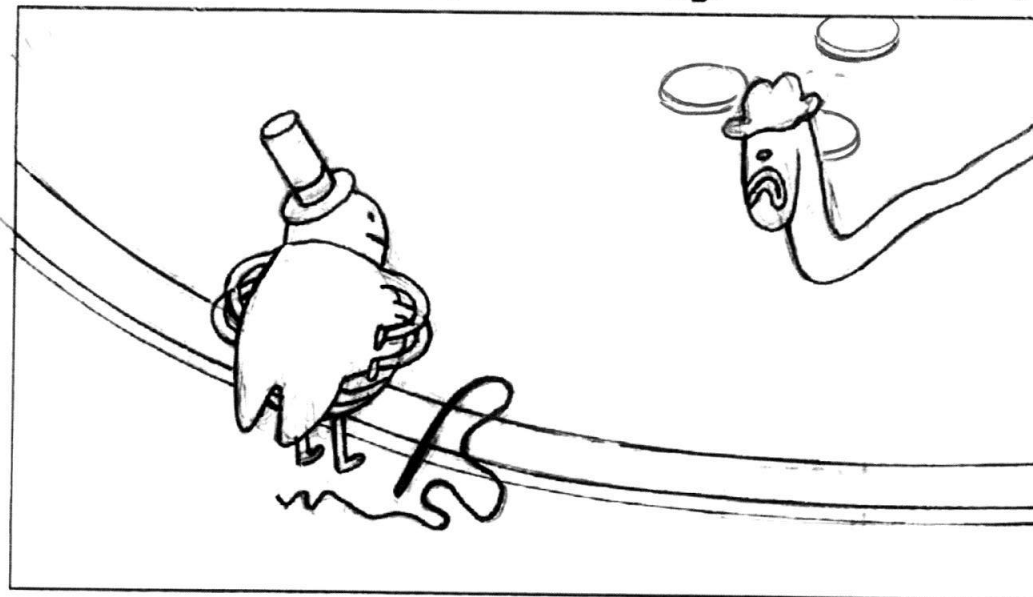


Sc. 159

Pnl. A

Bg.

day night



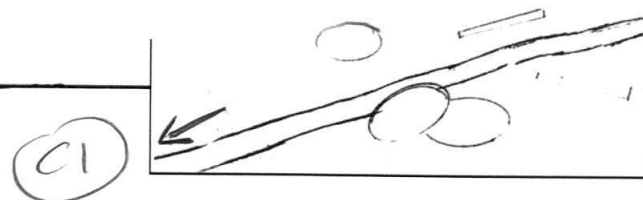
Dialog:

Action:

ON RINGMASTER STANDING BY THE RING.
BLUE NOSE WALKS UP TO RINGMASTER.

Timing:

DEC 13 2013



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

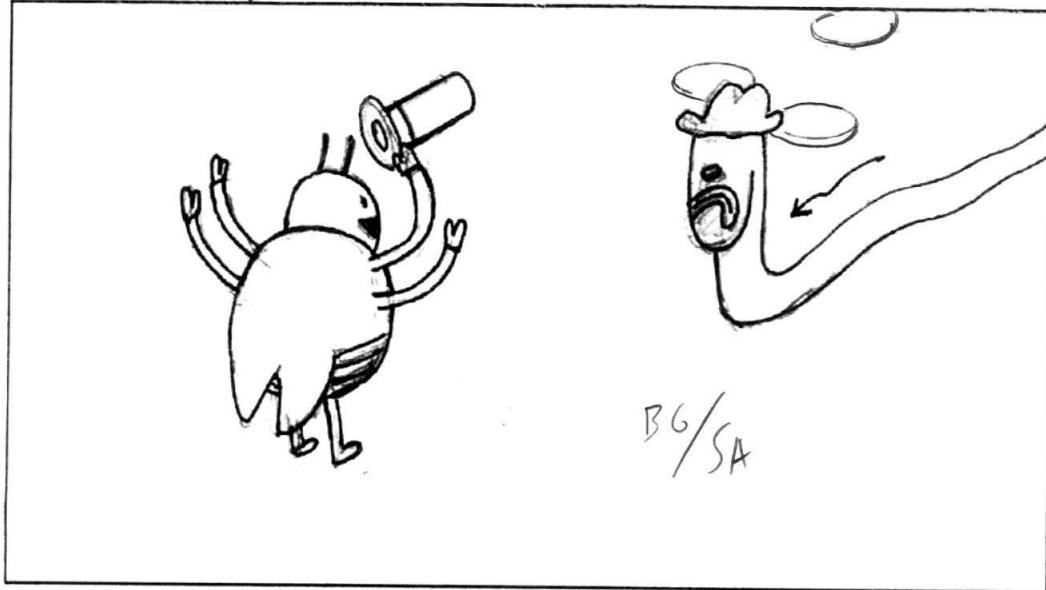


Page **412**

Sc. 159 *cont* Pnl. B

Bg.

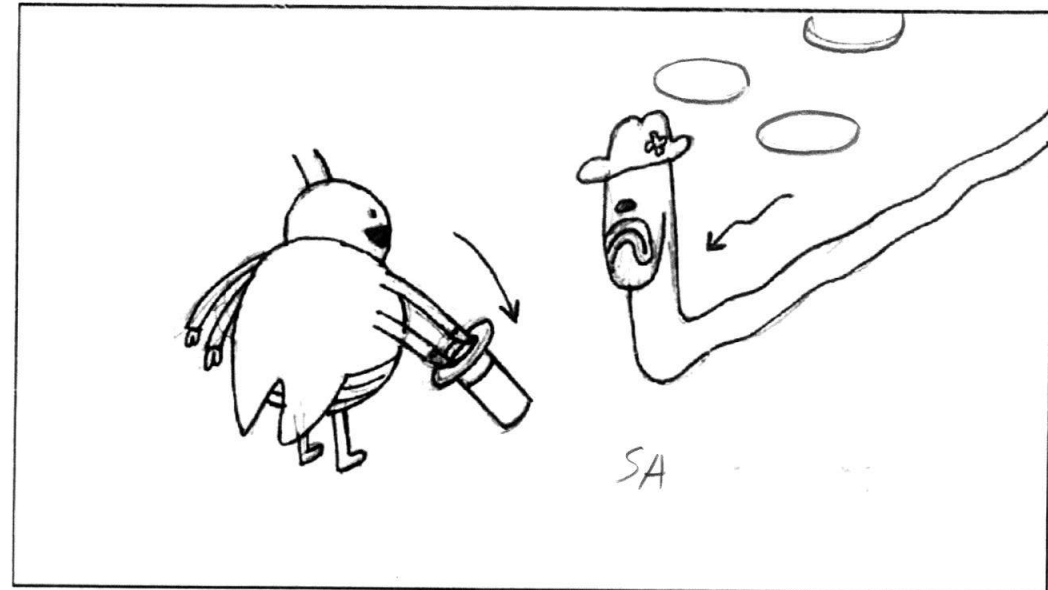
day night



Sc. 159 *cont* Pnl. C

Bg.

day night



Dialog: RINGMASTER: Ho Ho - *Lauging*

RINGMASTER: you were great, kid!

Action: RINGMASTER TALKS HAPPILY TO B.N.,
PRAISING THE PERFORMANCE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

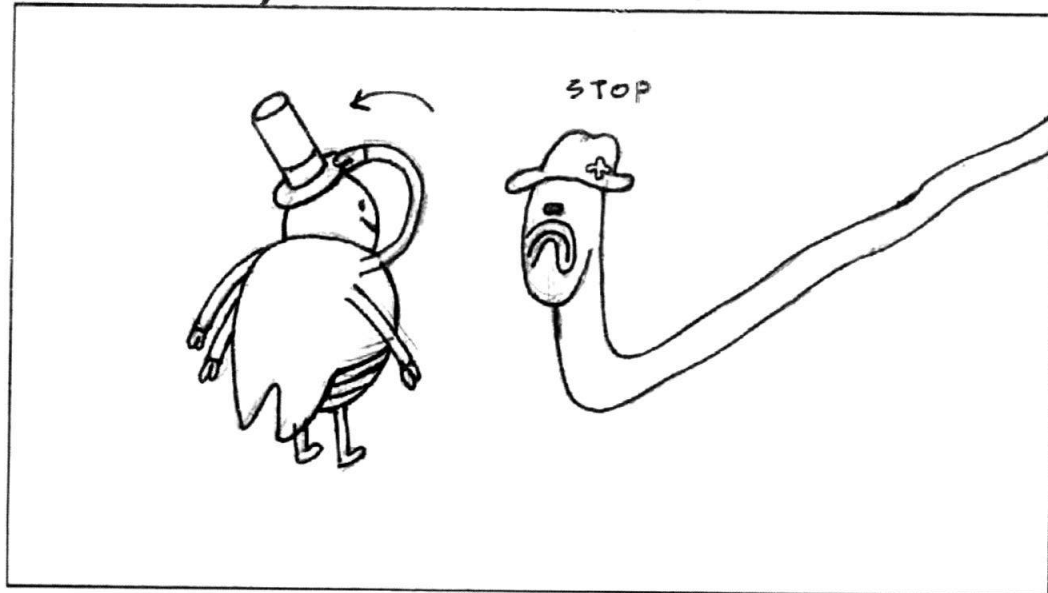


Page **413**

Sc. 159 *CONT* Pnl. D

Bg.

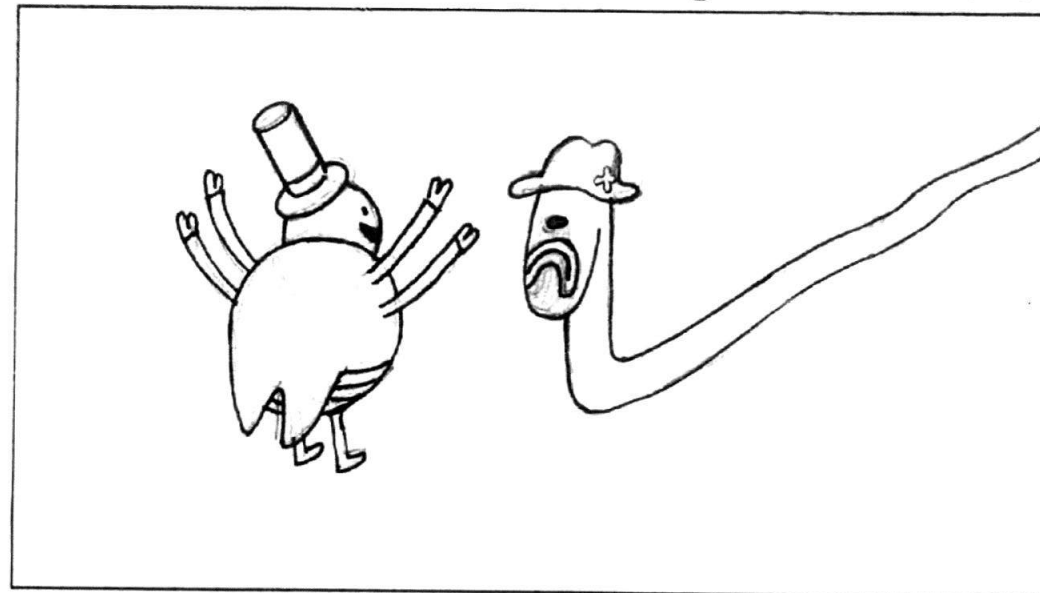
day night



Sc. 159 *CONT* Pnl. E

Bg.

day night



Dialog:

RINGMASTER: THAT'S WHAT I'M TALKING ABOUT!

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

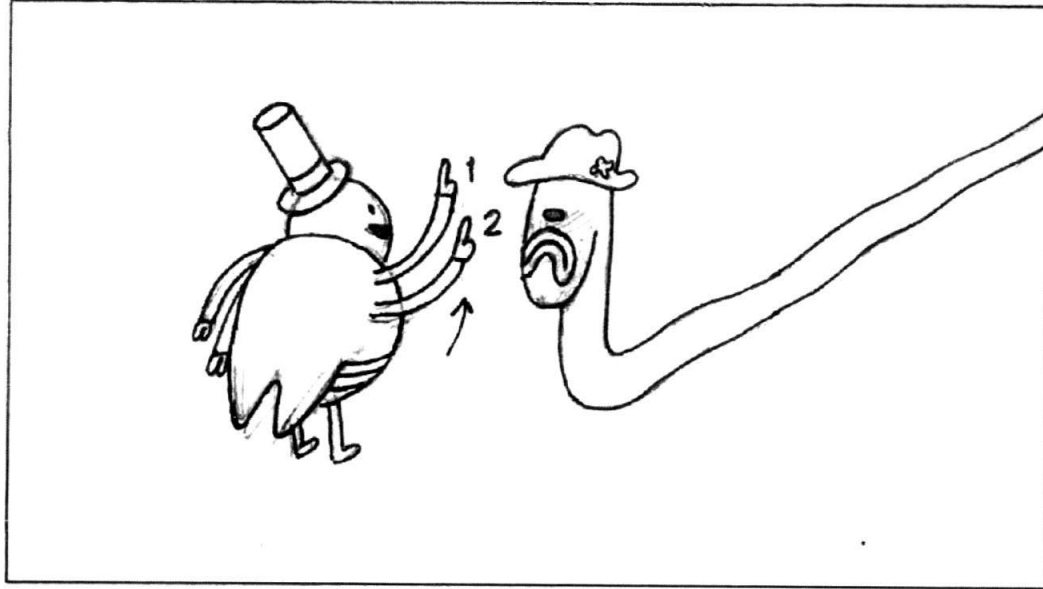


Page **414**

Sc. 159 *CONT* Pnl. F

Bg.

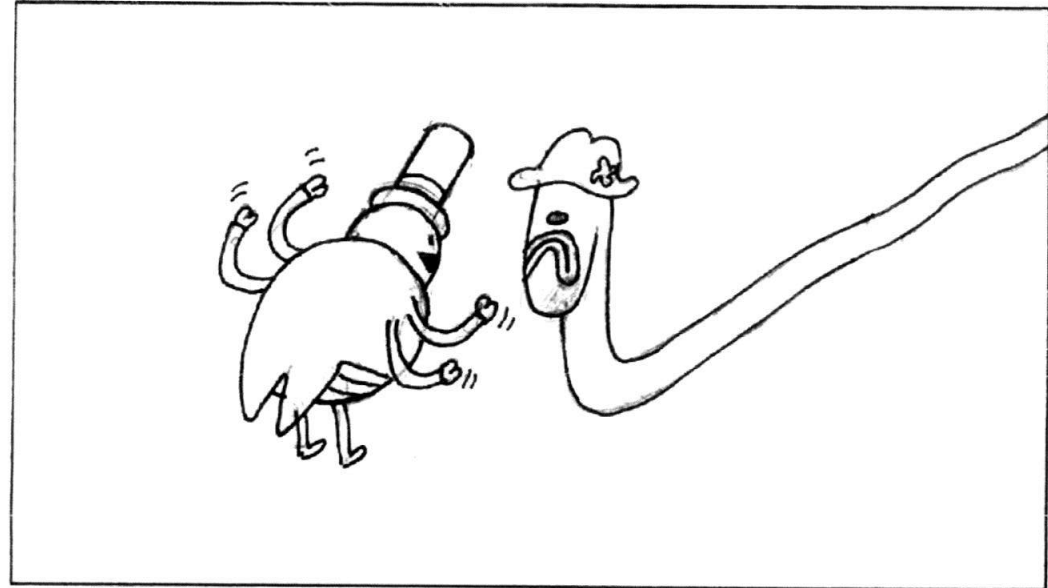
day night



Sc. 159 *CONT* Pnl. G

Bg.

day night



Dialog: RINGMASTER: WITH YOU AND THE CHIPMUNK
1 2
IN THE SHOW,

RINGMASTER: we're gonna have a real

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

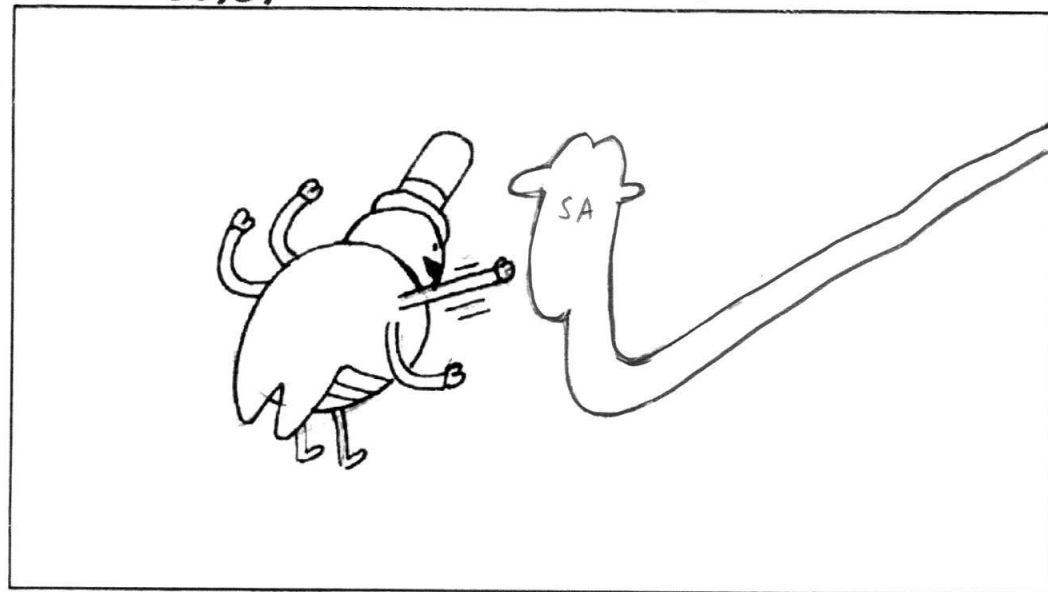


Page 415

Sc. 159 *CONT* Pnl. H

Bg.

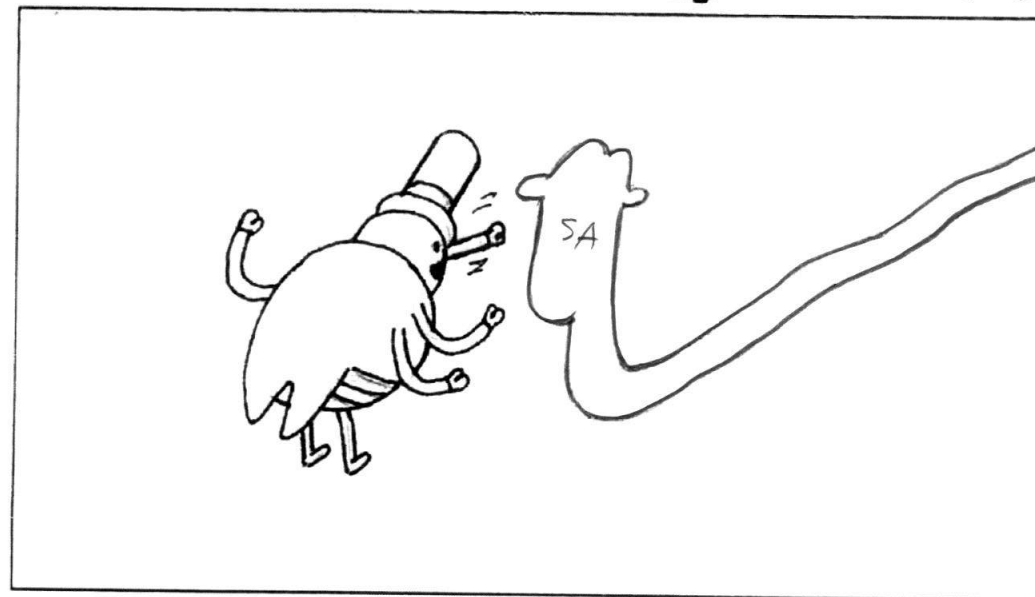
day night



Sc. 159 *CONT* Pnl. I

Bg.

day night



Dialog: RINGMASTER: ONE

RINGMASTER: TWO

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **416**

Sc. 159 *CONT* Pnl. J

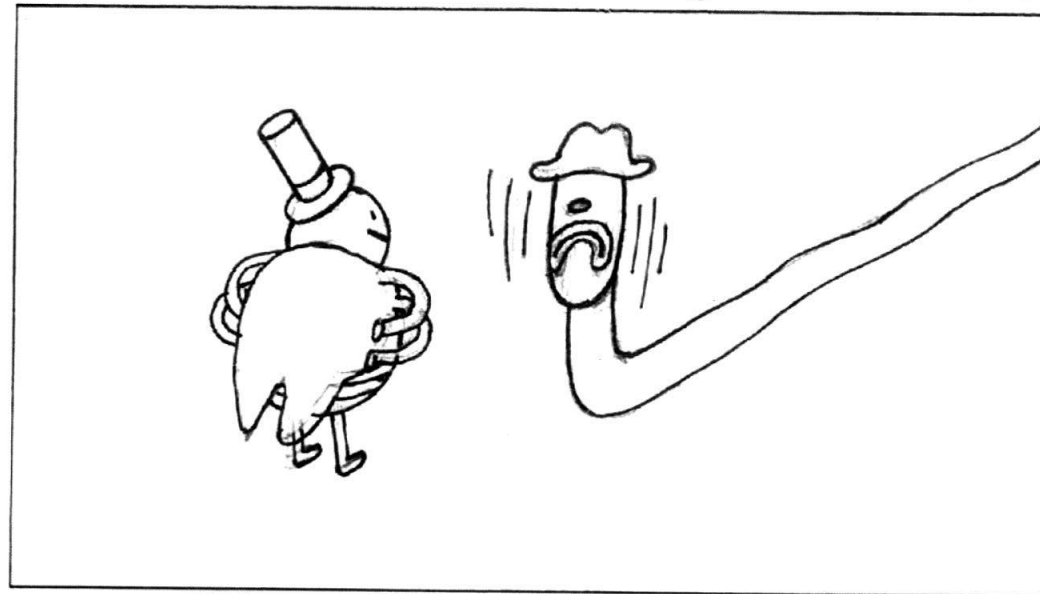
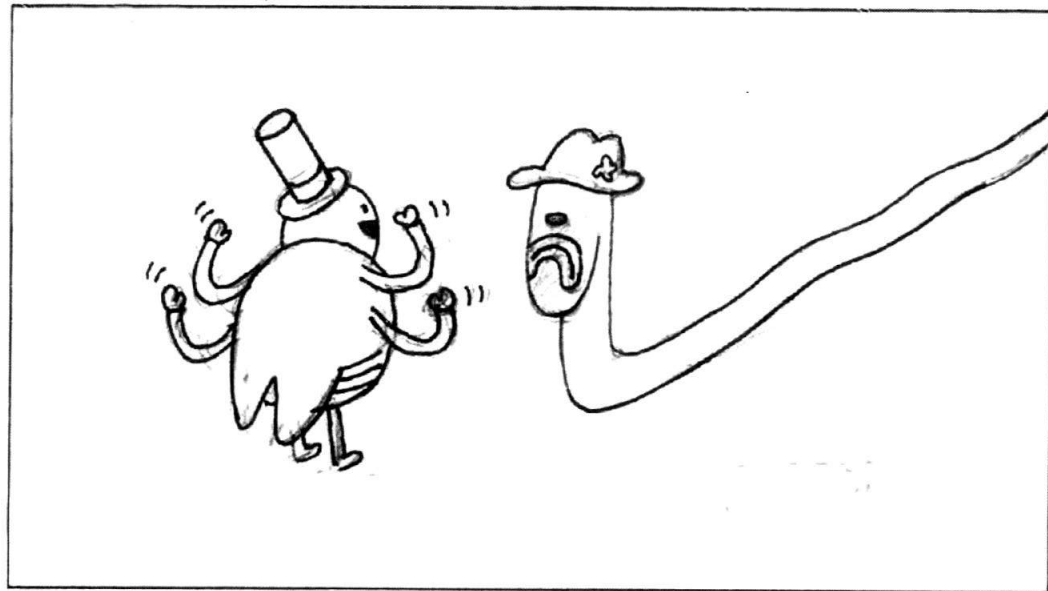
Bg.

day night

Sc. 159 *CONT* Pnl. K

Bg.

day night



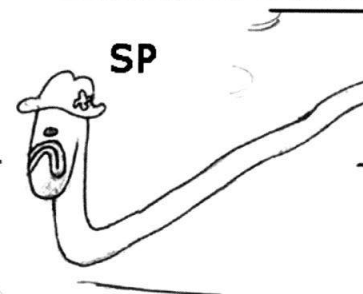
Dialog: RINGMASTER: PUNCH!

Action:

- SETTLE RINGMASTER.
- BLUE NOSE BEGINS TO SHAKE WITH ANGER.

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

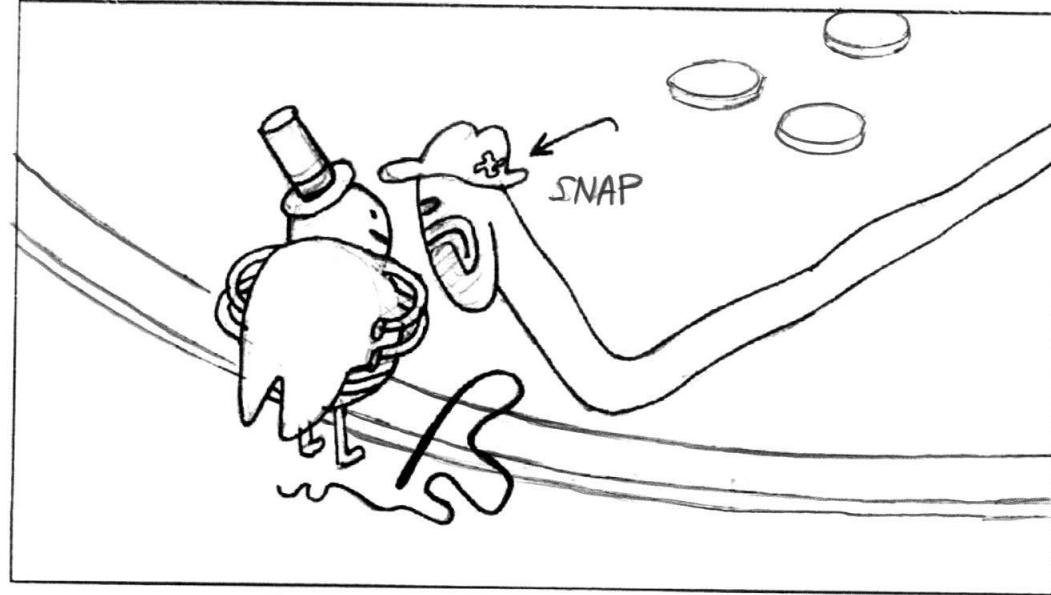


Page 417

Sc. 159 CONT Pnl. L

Bg.

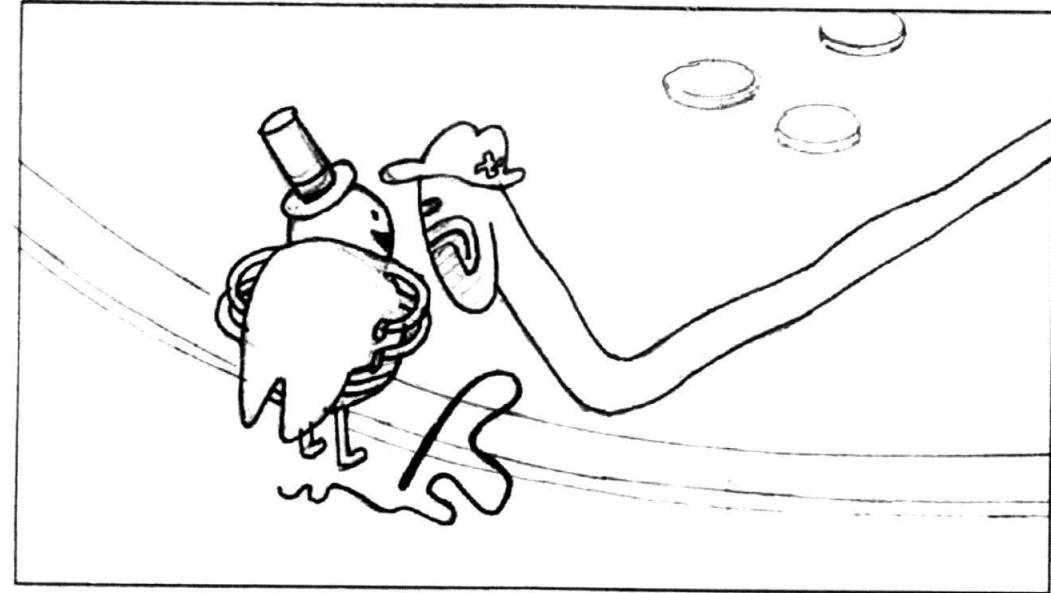
day night



Sc. 159 CONT Pnl. M

Bg.

day night



Dialog:

RINGMASTER: HE YYY...
(LIKE "C'MON")

Action:

BLUE NOSE QUICKLY GOES INTO AN
EYE-TO-EYE POSE WITH RINGMASTER.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



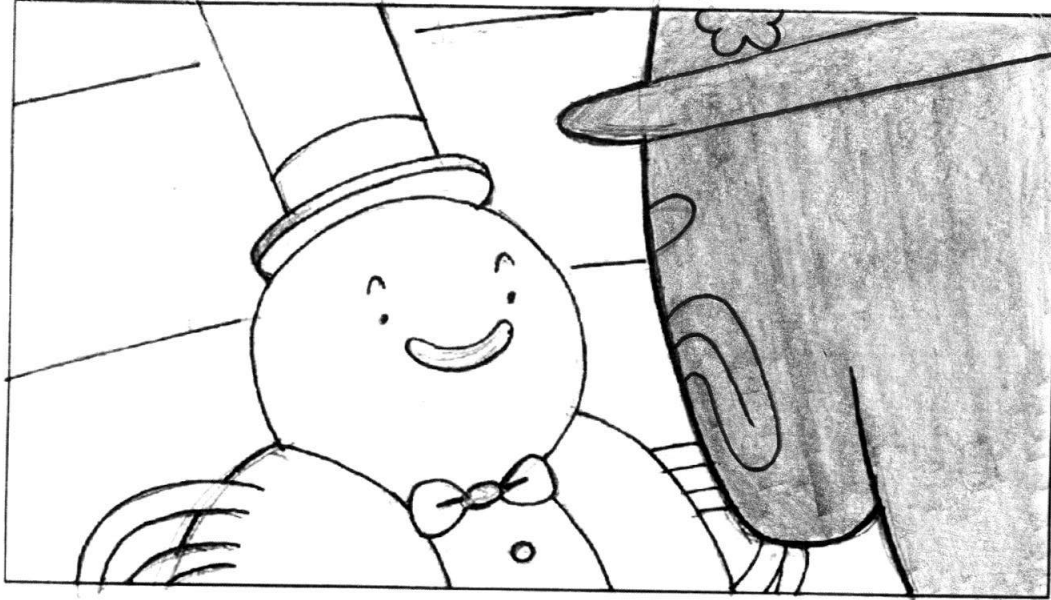
Page **418**

Sc. 159A

Pnl. A

Bg.

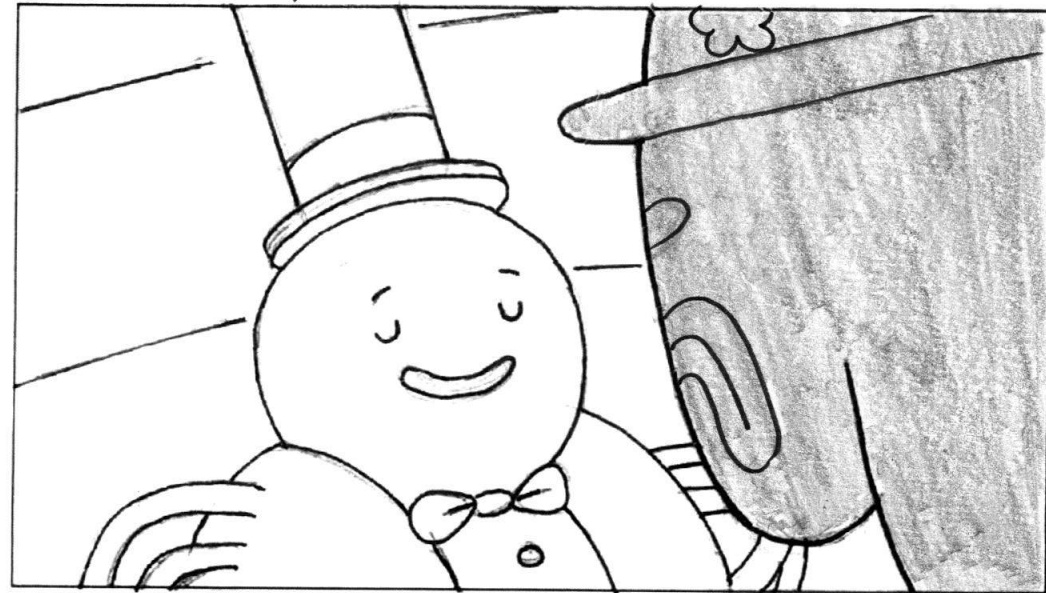
day night



Sc. 159A *CONT* Pnl. B

Bg.

day night



Dialog: RINGMASTER: I KNOW

RINGMASTER: WHAT I SAID

Action: CUT TO CLOSE SHOT OF RINGMASTER
LOOKING HAPPY AND SMUG.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

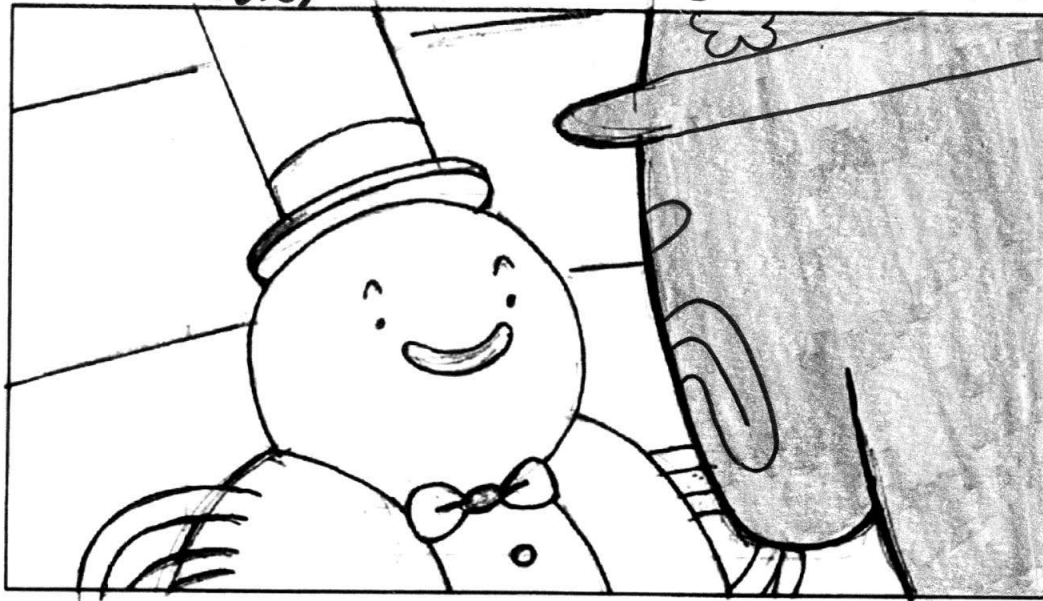


Page 419

Sc. 159A *CONT* Pnl. C

Bg.

day night

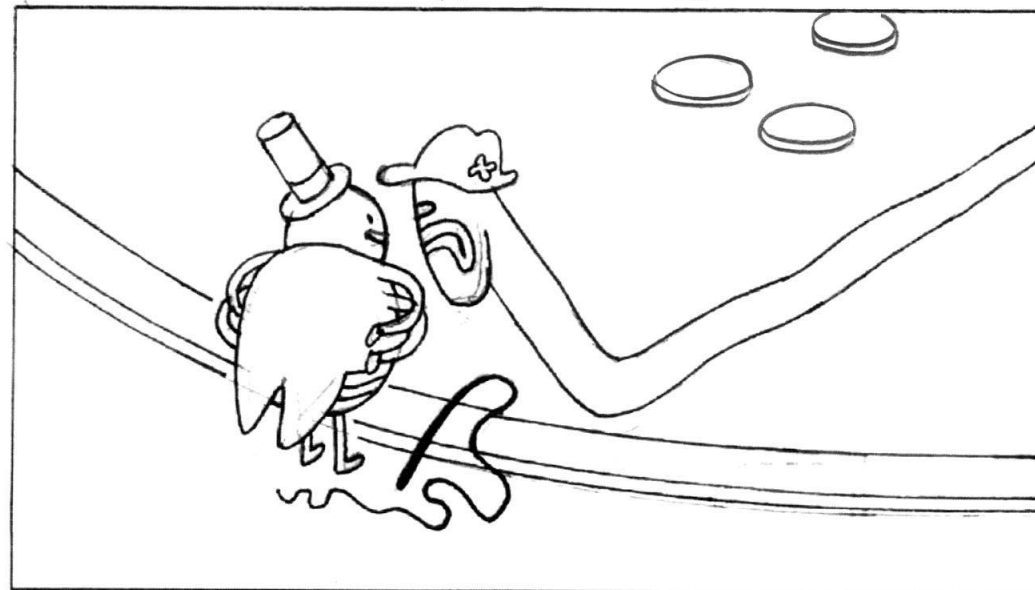


Sc. 159B

Pnl. A

Bg.

day night



Dialog: RINGMASTER: but I WANNA SEE HOW MANY
BOXCARS THIS GRAVY TRAIN
HAS ON IT!

Action:

CUT BACK TO WIDE SHOT (S.A. SC. 59)

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME

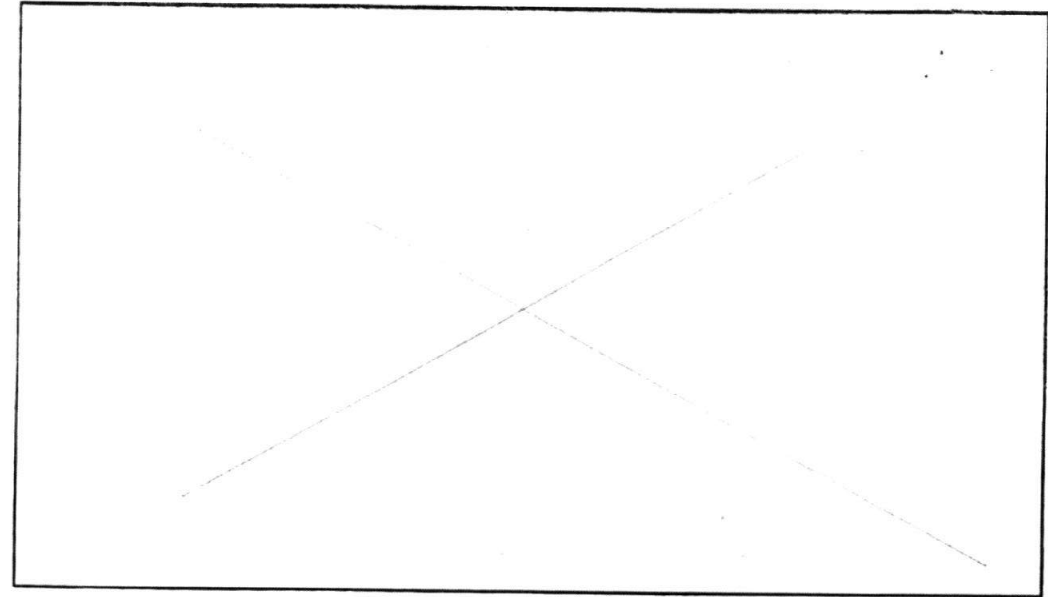
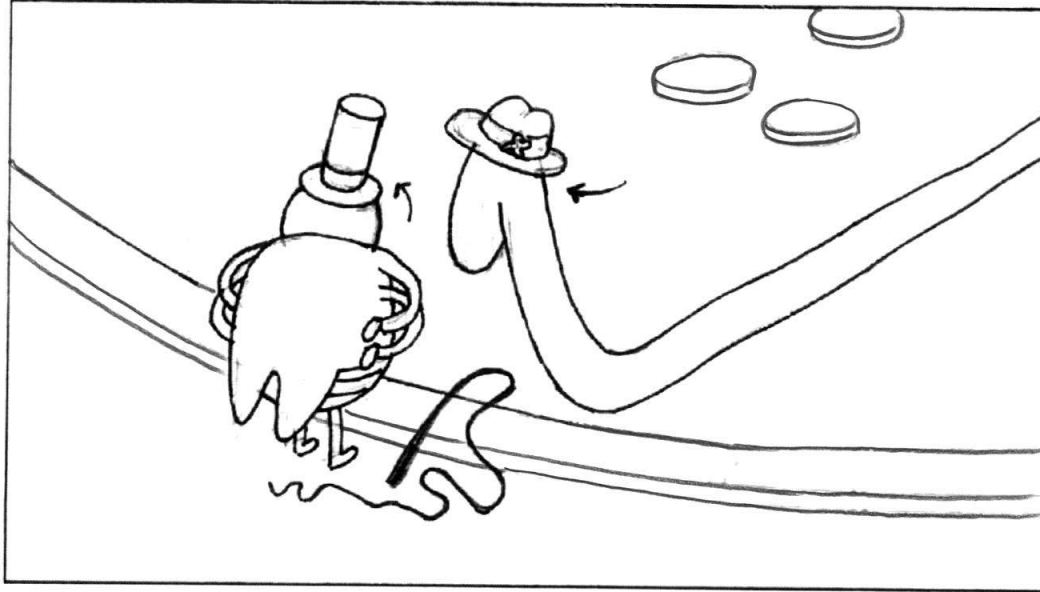


Page 420

Sc. 159B *CONT* Pnl. B

Bg.

day night

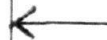


Dialog:

MUSIC: GORALINA MUSIC
(AS IN SC. 73)

Action:

RINGMASTER AND BLUE NOSE LOOK TO O.S.
ENTRANCE OF GORALINA.



END
OF
ACT 2

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

START OF ACT 3 ADVENTURE TIME



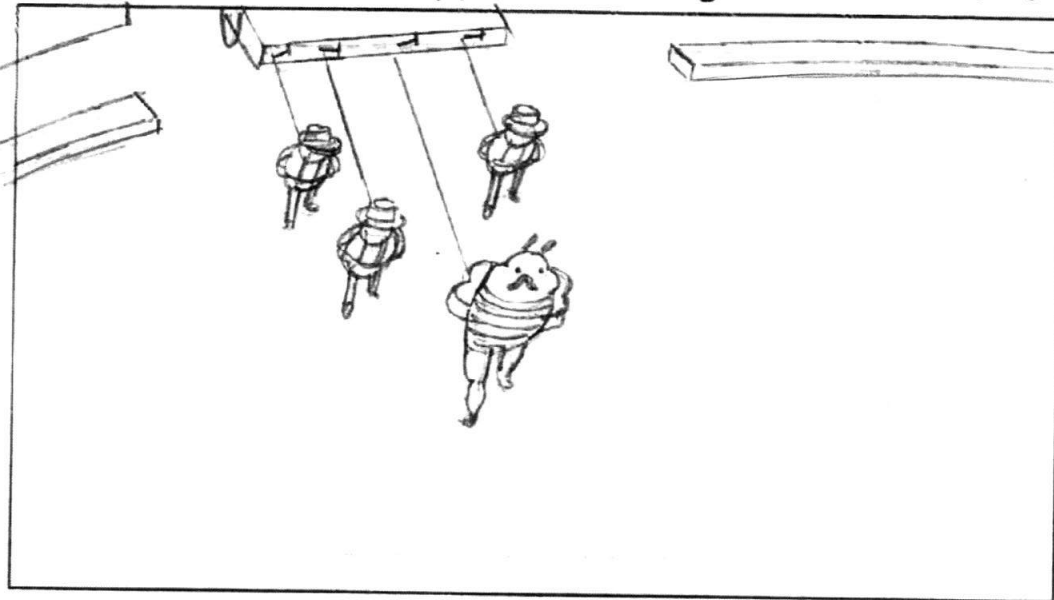
Page 421

Sc. 160

Pnl. A

Bg.

day night



Dialog: MUSIC: GORALINA MUSIC.

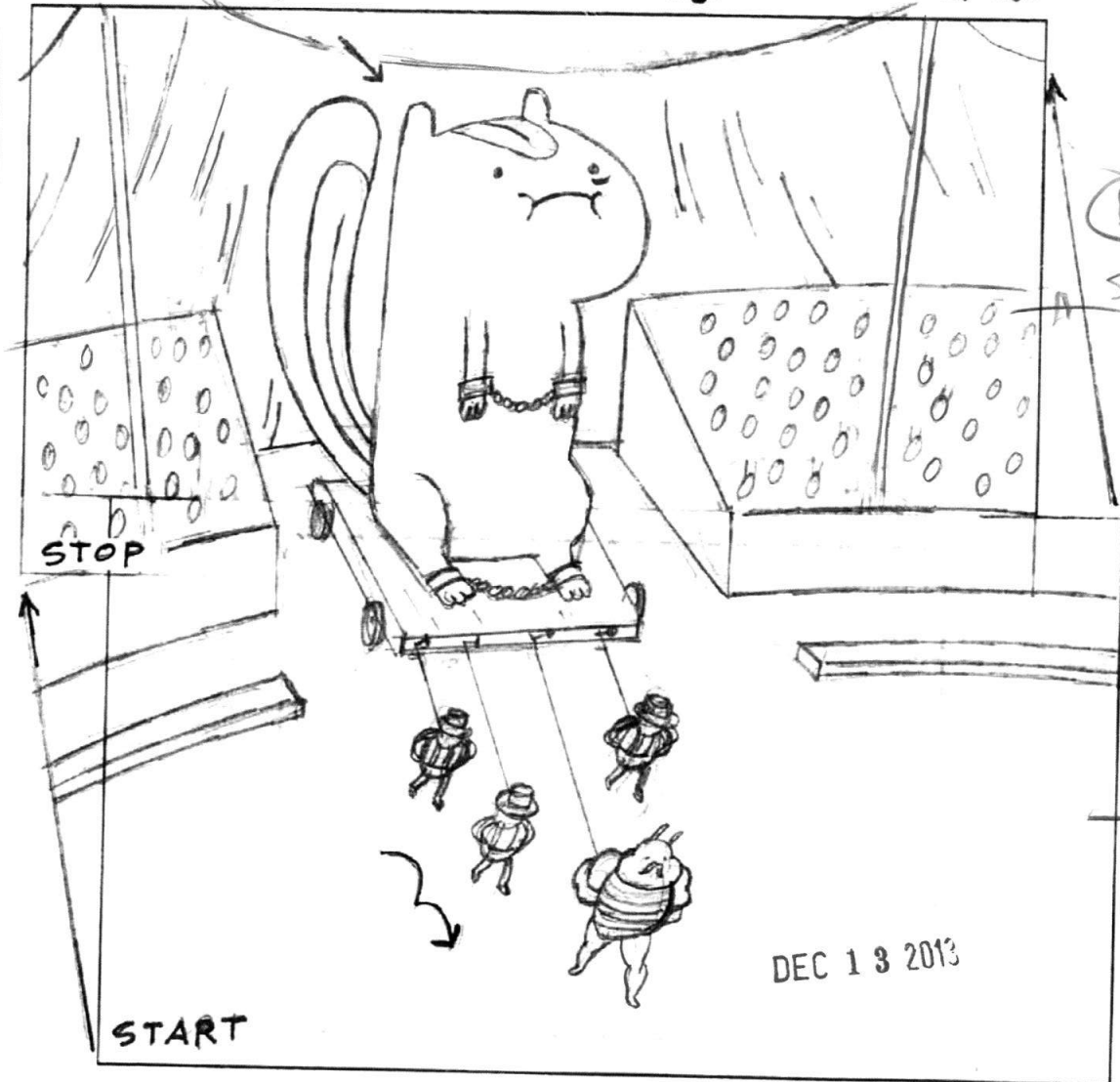
Action: - MUSCLEMAN AND THREE ROUSTABOUTS
PULL A WHEELED PLATFORM...
- CAMERA: PAN UP TO GORALINA

Timing:

Sc. 160 CONT

Bg.

day night



DEC 13 2013

1025/162

1025/162

1025/162

ADVENTURE TIME

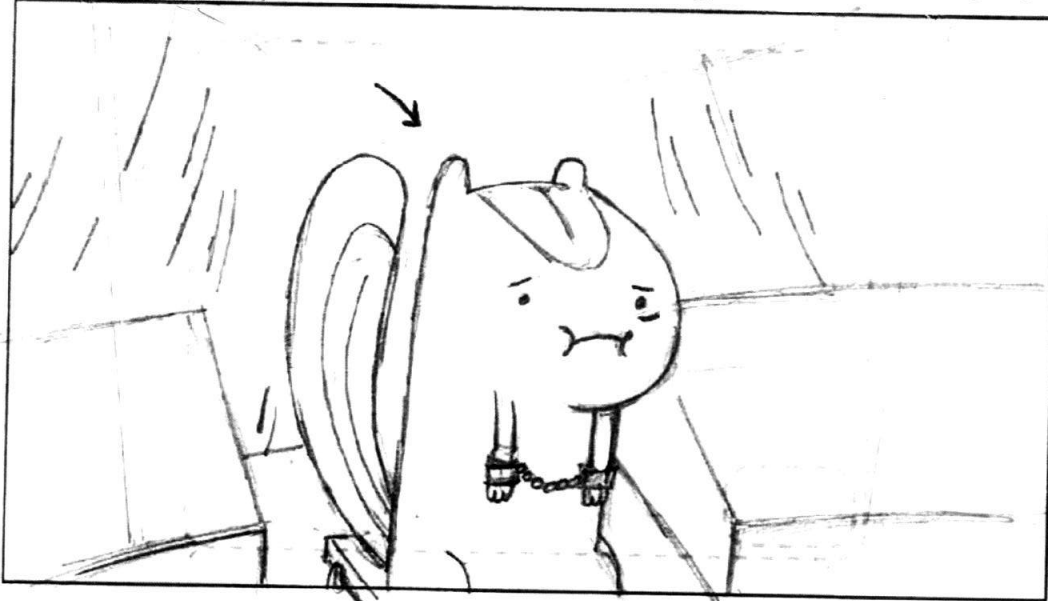


Page **422**

Sc. 160 CONT Pnl. C

Bg.

day night

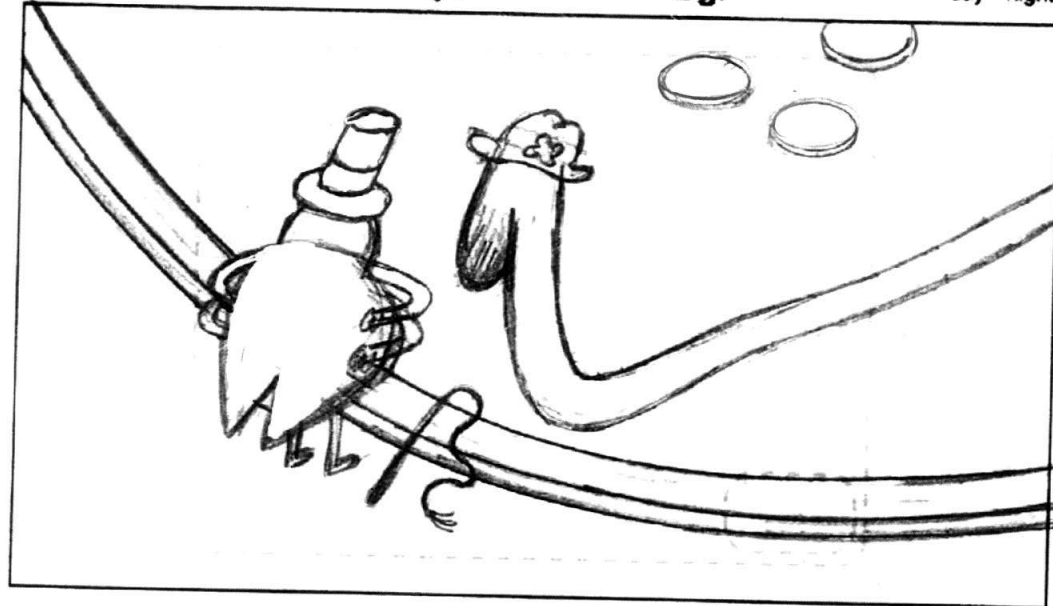


Sc. 161

Pnl. A

Bg.

day night



EPISODE #

Dialog:

RM: Look at her, it's like looking at a big sad -

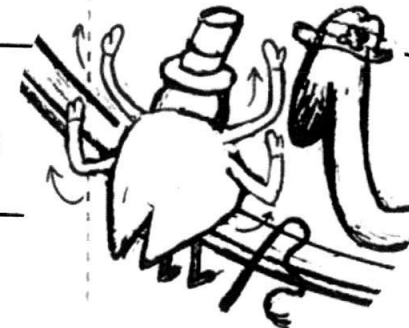
Action: GORALINA LOOKS SAD.

RINGMASTER AND B.N. LOOKING AT O.S. GORALINA.

Timing:

DEC 13 2013

A2 ②



Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

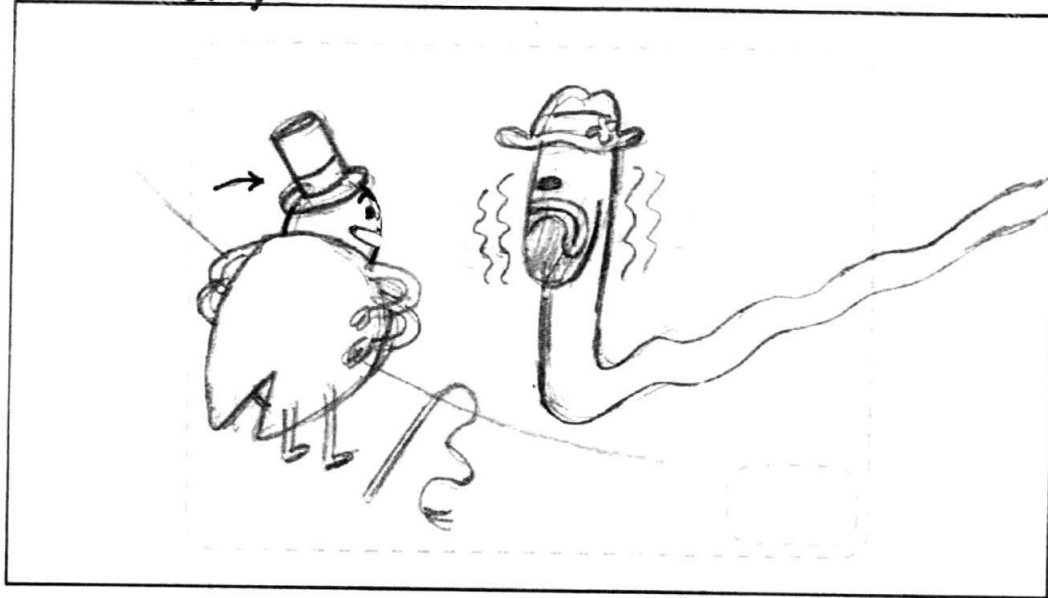


Page 423

Sc. 161 CONT Pnl. B

Bg.

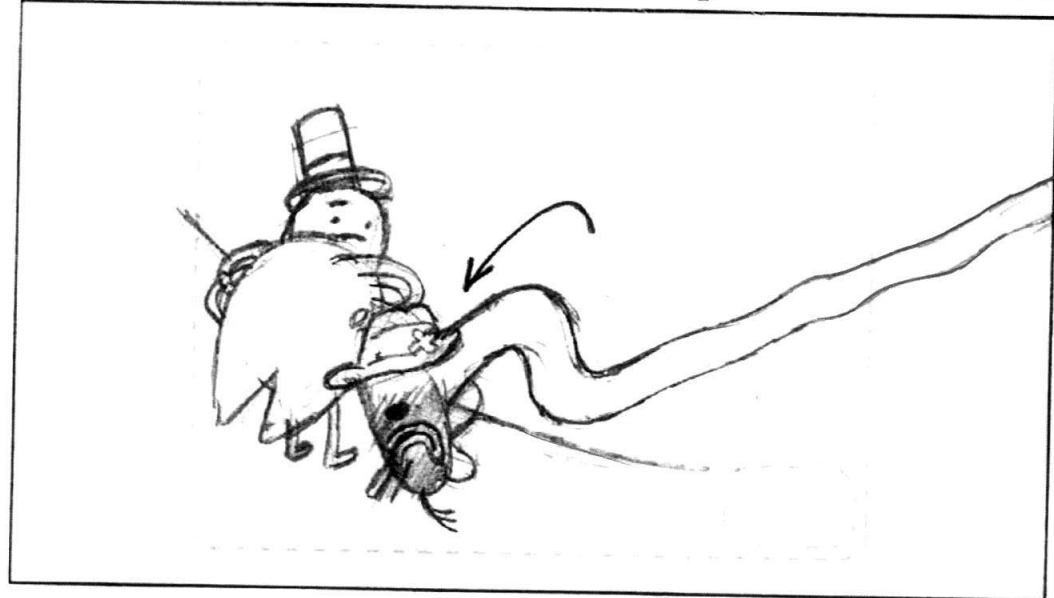
day night



Sc. 161 CONT Pnl. C

Bg.

day night



EPISODE #

Dialog:

RM: dollar sign

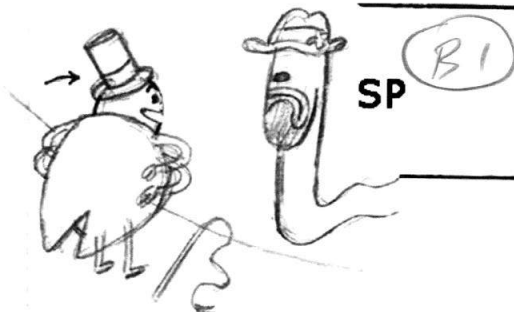
Action: - B.N. TURNS, SHAKES ANGRILY.

- RINGMASTER TURNS, LOOKS SHEEPISH/INNOCENT.

B.N. GRABS WHIP, QUICKLY.

DEC 13 2013

Timing:



Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

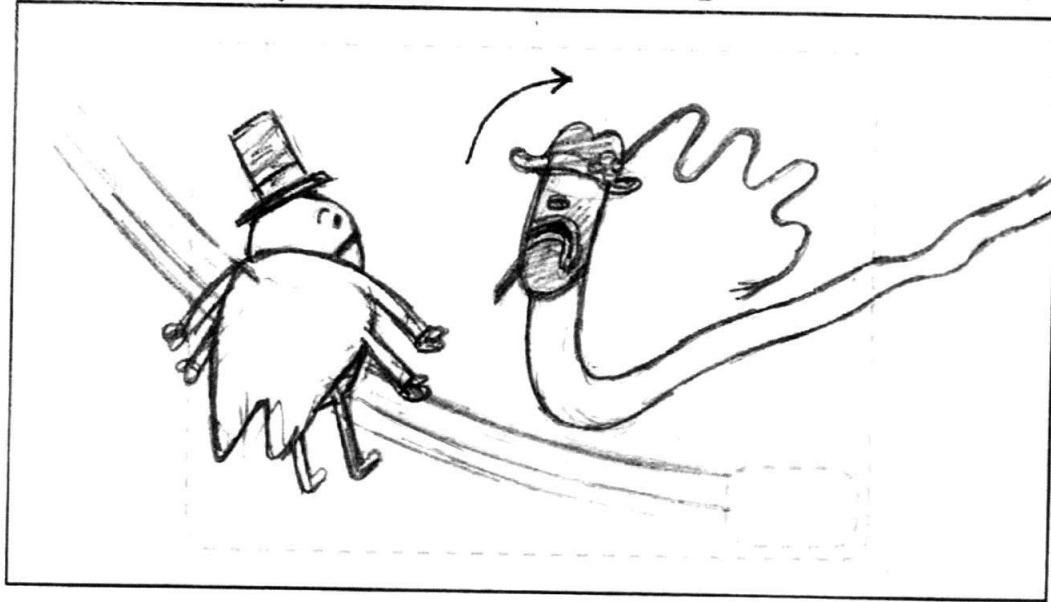


Page **424**

Sc. 161 *CONT* Pnl. D

Bg.

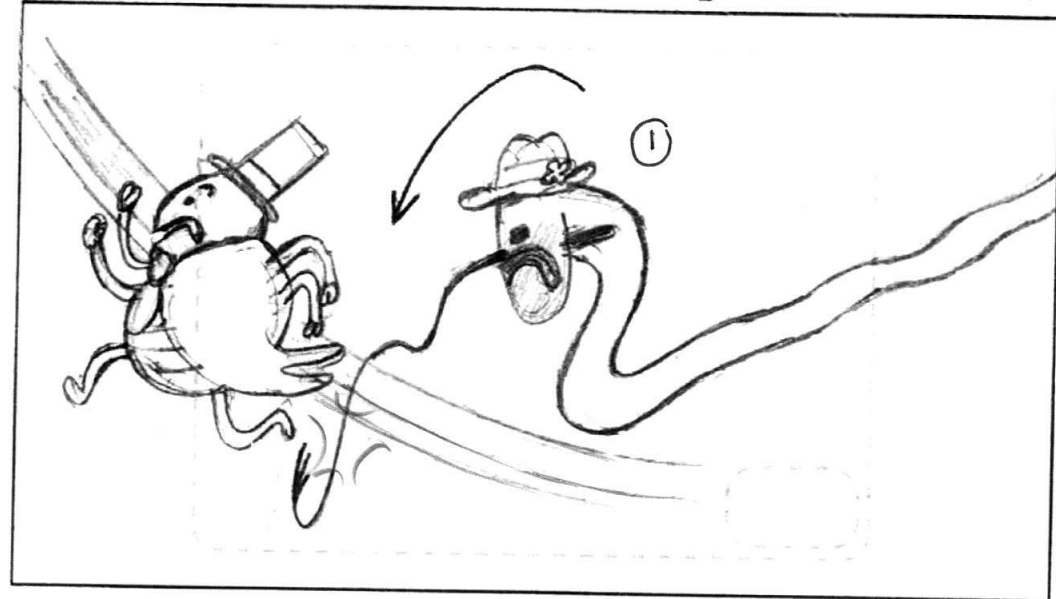
day night



Sc. 161 *CONT* Pnl. E

Bg.

day night



EPISODE #

Dialog:

RM: [GASP]

RINGMASTER: YIPE!

SFX: CRACK!

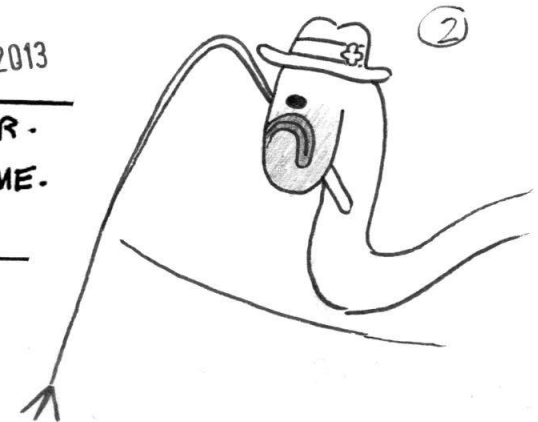
DEC 13 2013

Action:

B.N. ANTICS WITH THE WHIP.

- B.N. TRIES TO RIP THE RINGMASTER.
- RINGMASTER JUMPS AWAY JUST IN TIME.

Timing:



1025/162

1025/162

ADVENTURE TIME

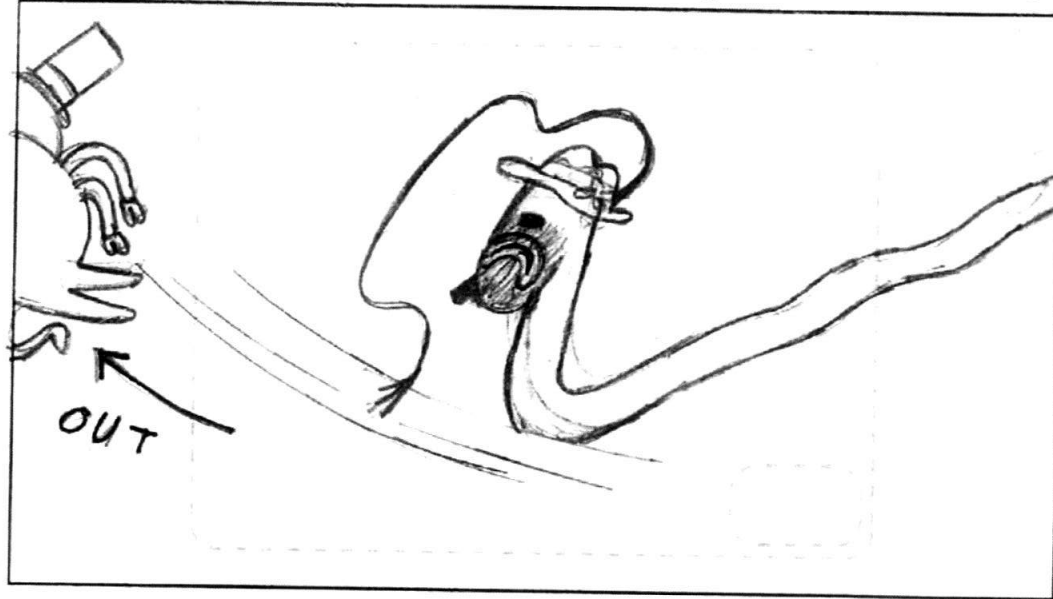


Page **425**

Sc. **161 CONT** Pnl. **F**

Bg.

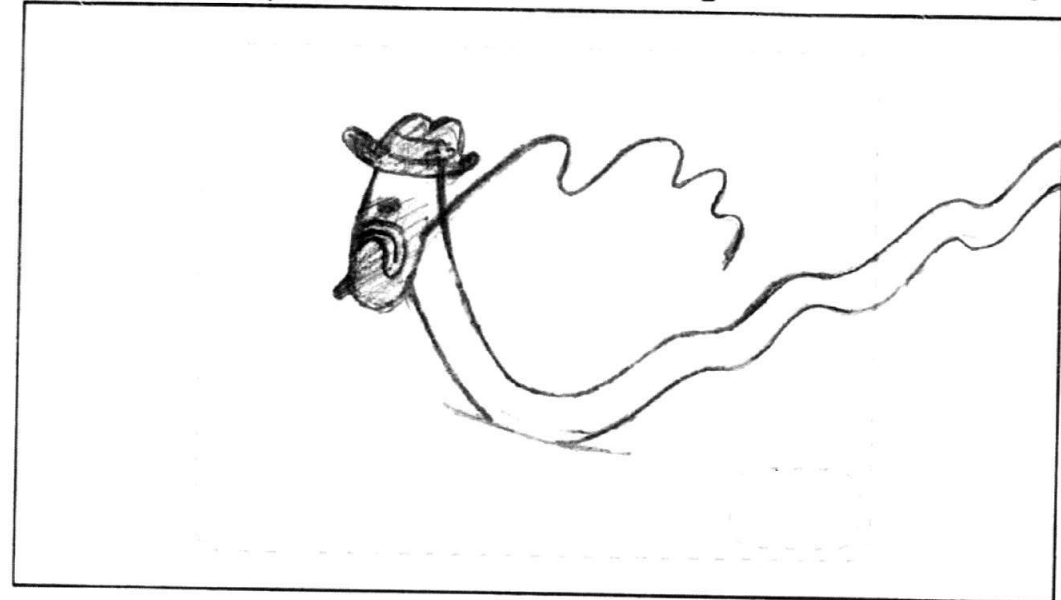
day night



Sc. **161 CONT** Pnl. **G**

Bg.

day night



Dialog:

Action:

B.N. CHASES AFTER RINGMASTER.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

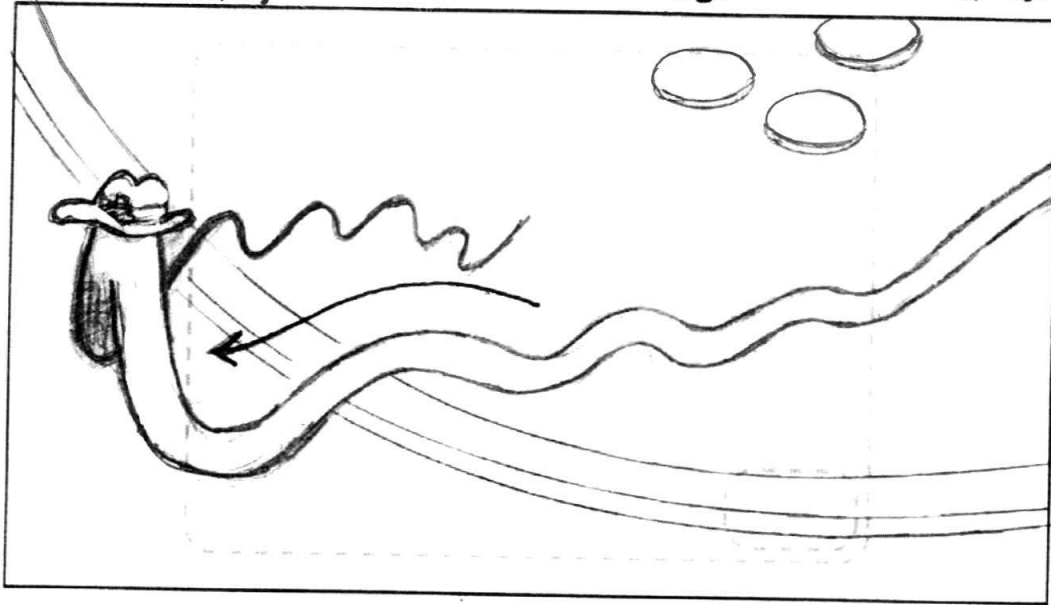
ADVENTURE TIME



Sc. 161 *CONT* Pnl. H

Bg.

day night



Sc. 161 *CONT* Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

Page **426**

1025/162

1025/162

1025/162

ADVENTURE TIME

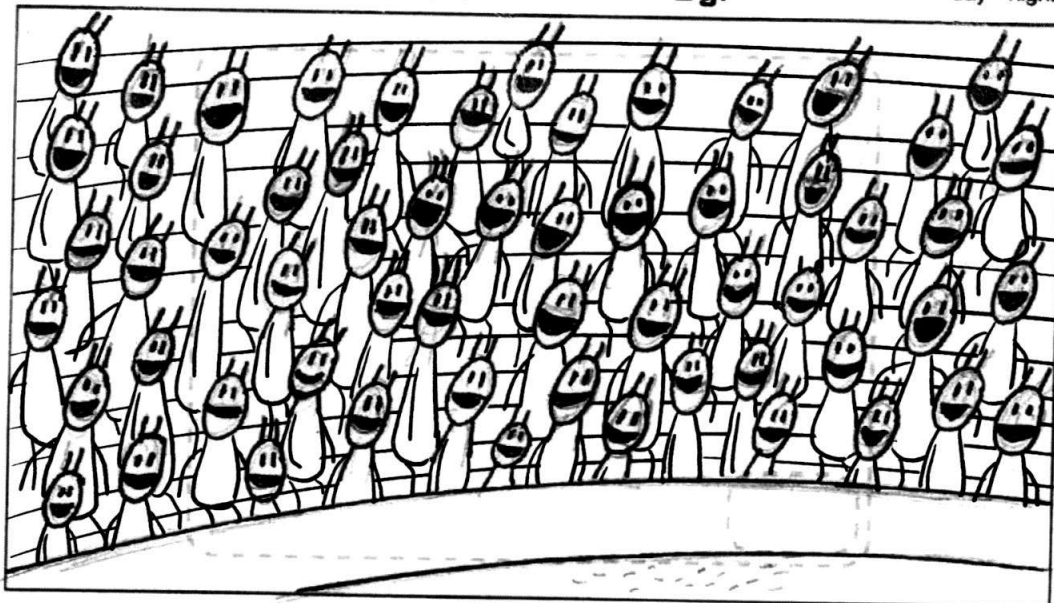


Sc. 162

Pnl. A

Bg.

day night

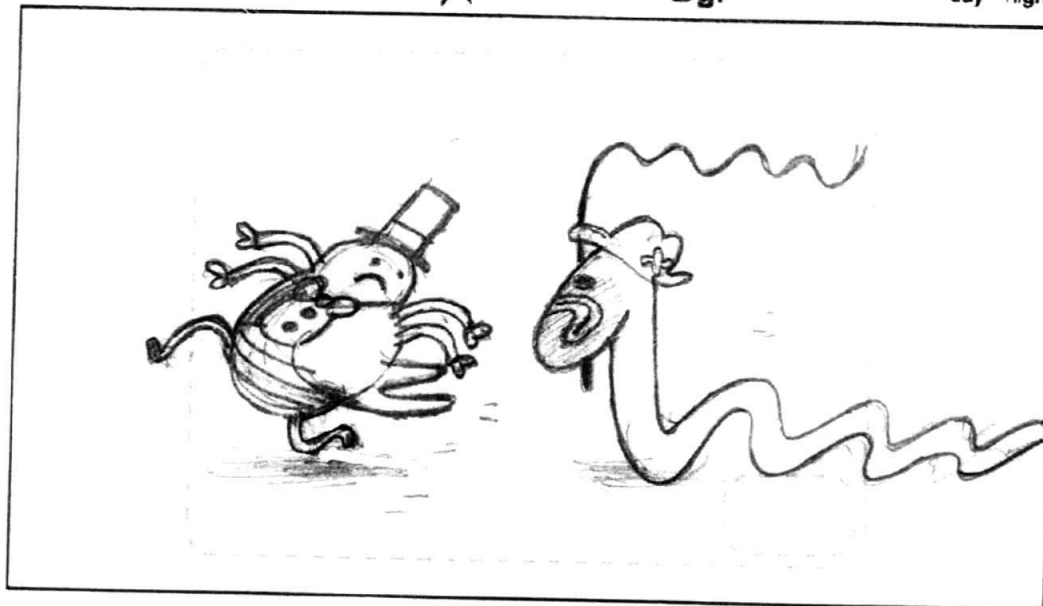


Sc. 163

Pnl. A

Bg.

day night



Dialog:

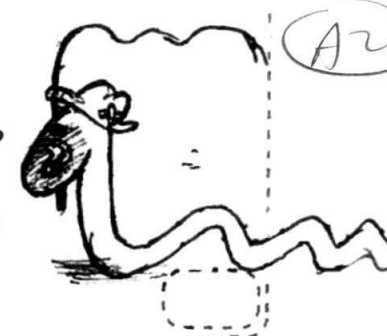
AUDIENCE: HA HA HA!

AUDIENCE: HA HA HA!

Action:

Timing:

DEC 13 2013



A2

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

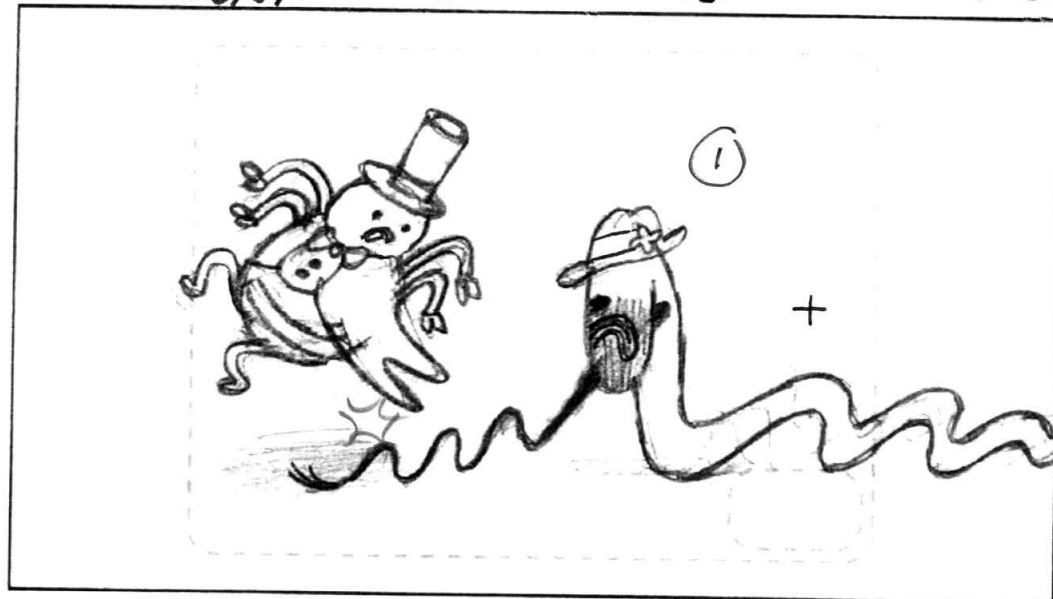


Page 428

Sc. 163 CONT Pnl. B

Bg.

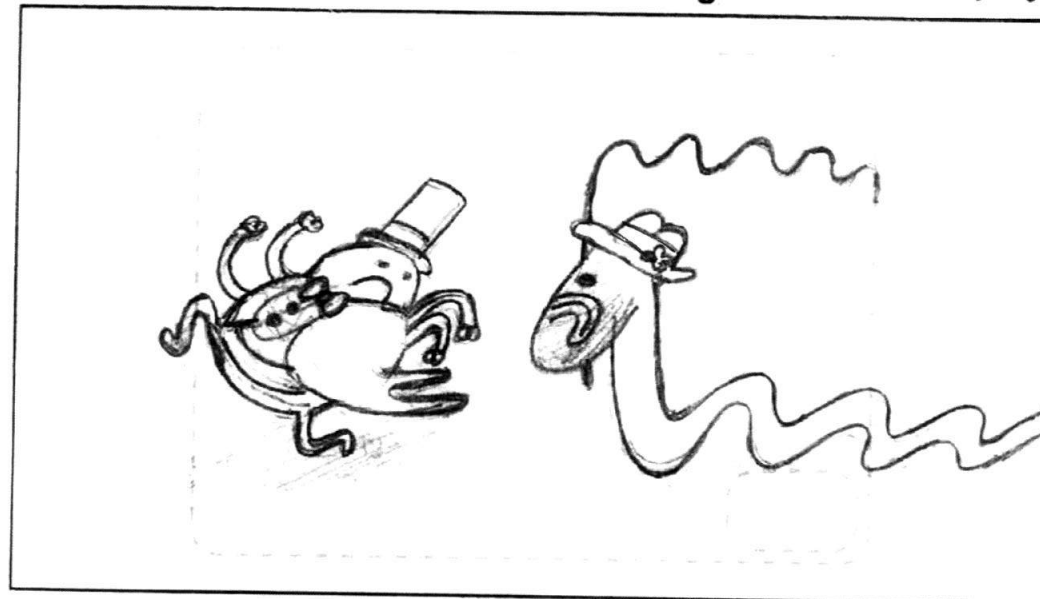
day night



Sc. 163 CONT Pnl. C

Bg.

day night



Dialog:

SFX = CRACK!

RM: WO-HO!

audience *laughing*

Action:

(REPEAT ACTION AS A CYCLE...
CRACK!)

DEC 13 2013

Timing:



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



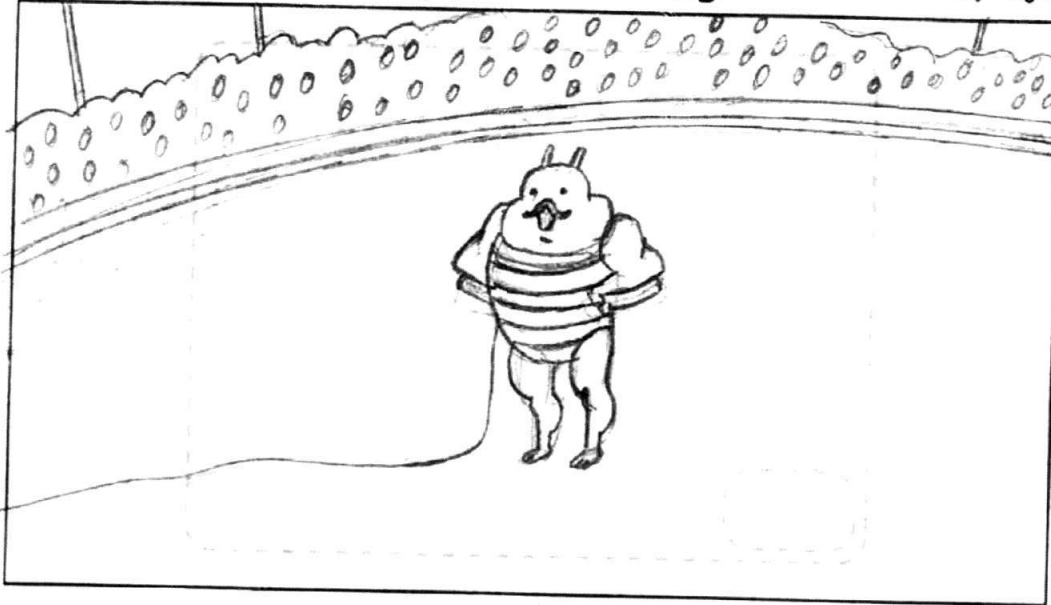
Page 429

Sc. 164

Pnl. A

Bg.

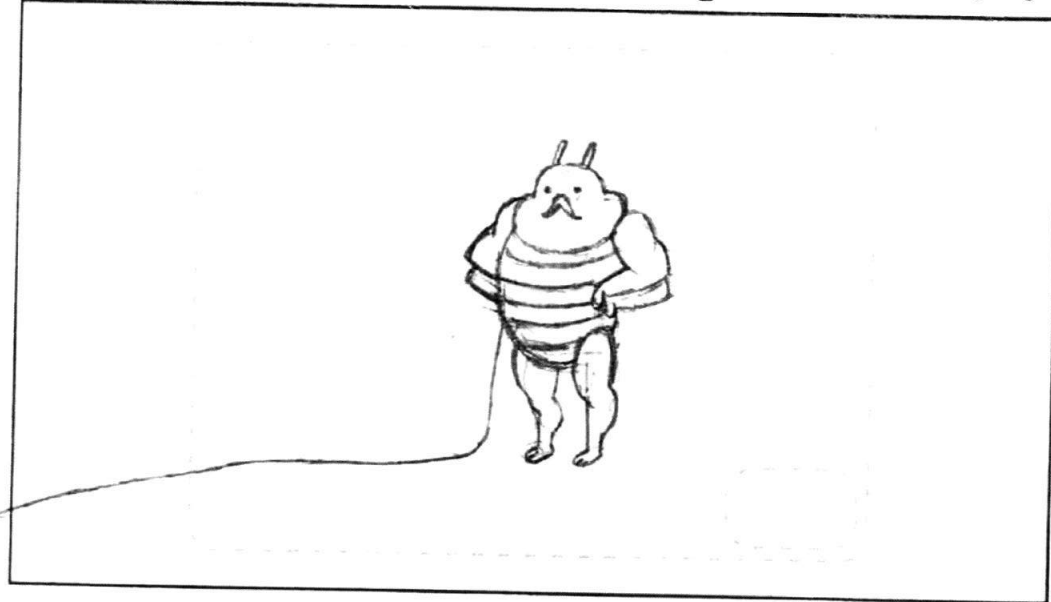
day night



Sc. 164 *cont* Pnl. B

Bg.

day night



Dialog:

MUSCLEMAN: HA HA HA!

Action:

MUSCLEMAN IS WATCHING B.N. CHASE
RINGMASTER.

MUSCLEMAN STOPS LAUGHING ...

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

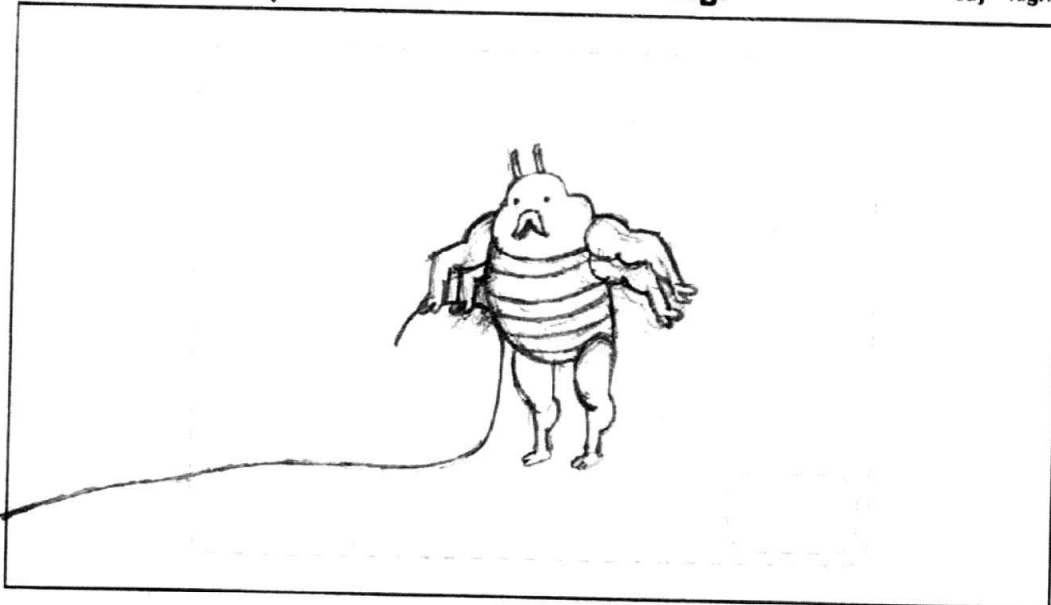
ADVENTURE TIME



Sc. 164 CONT Pnl. C

Bg.

day night



Sc. 164 CONT Pnl. D

Bg.

day night



Page 430

Dialog:

Mm: OH!

Action:

MUSCLEMAN REACTS (HE SEES B.N. coming TWO WIND)

MUSCLEMAN TURNS ... IN A PANIC, HE RUNS ON THE SPOT. (NO B.G. PAN.)

DEC 13 2012



EPISODE #

Production :

1025/162

ADVENTURE TIME

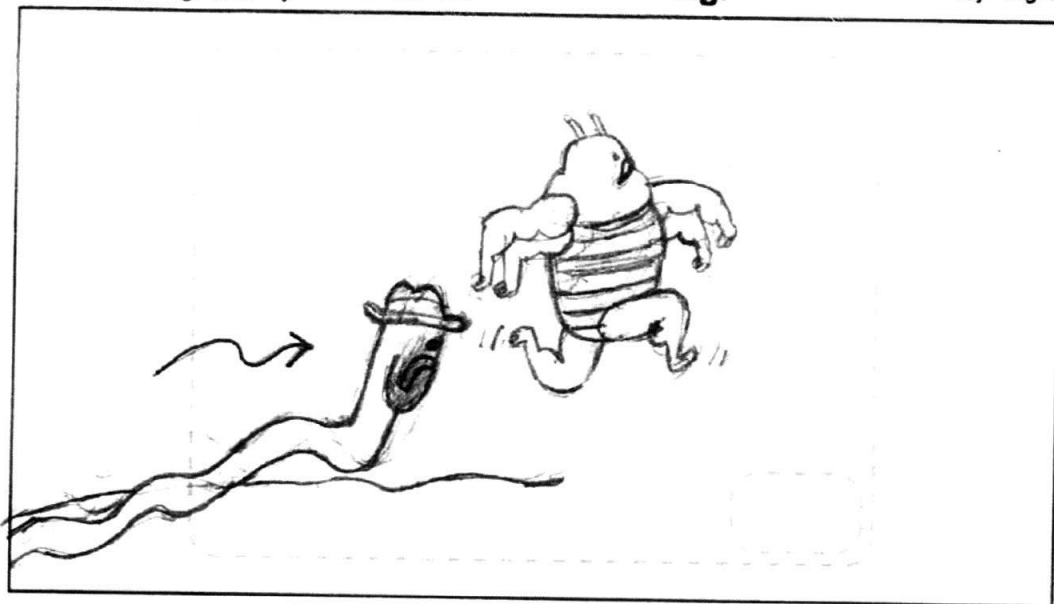


Page **431**

Sc. 164 *CONT* Pnl. E

Bg.

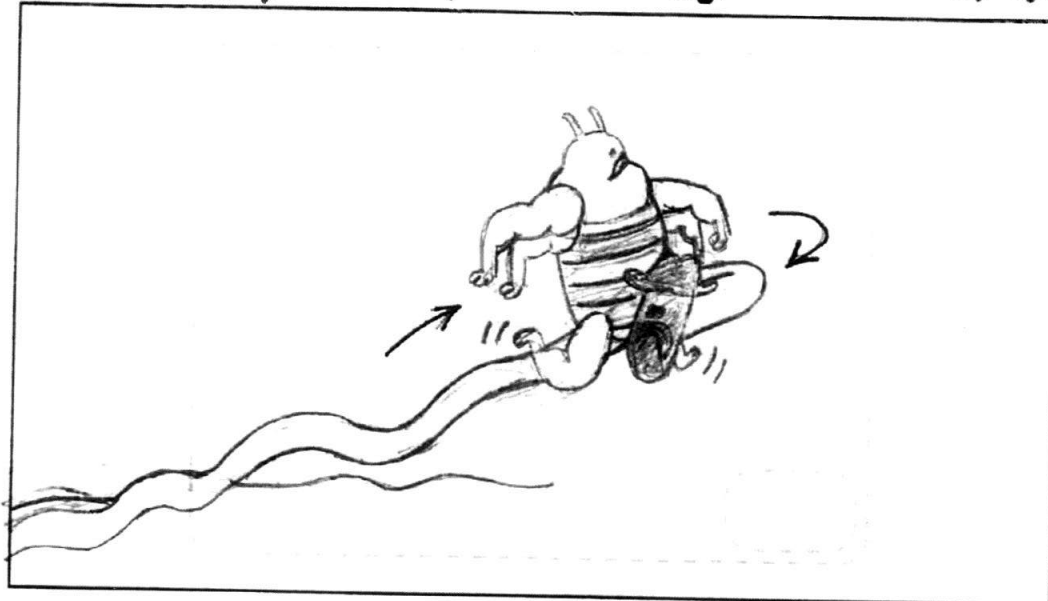
day night



Sc. 164 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

B.N. QUICKLY APPROACHES MUSCLEMAN
(WHO IS STILL RUNNING ON THE SPOT.)

B.N. STARTS TO WRAP HIMSELF AROUND
MUSCLEMAN.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

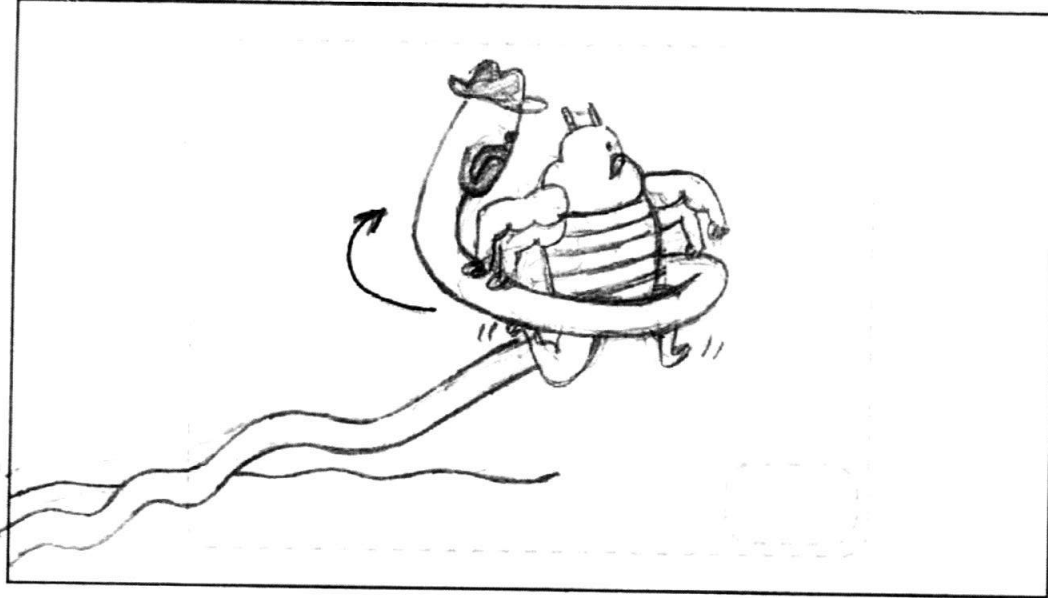


Page **432**

Sc. 164 *cont* Pnl. G

Bg.

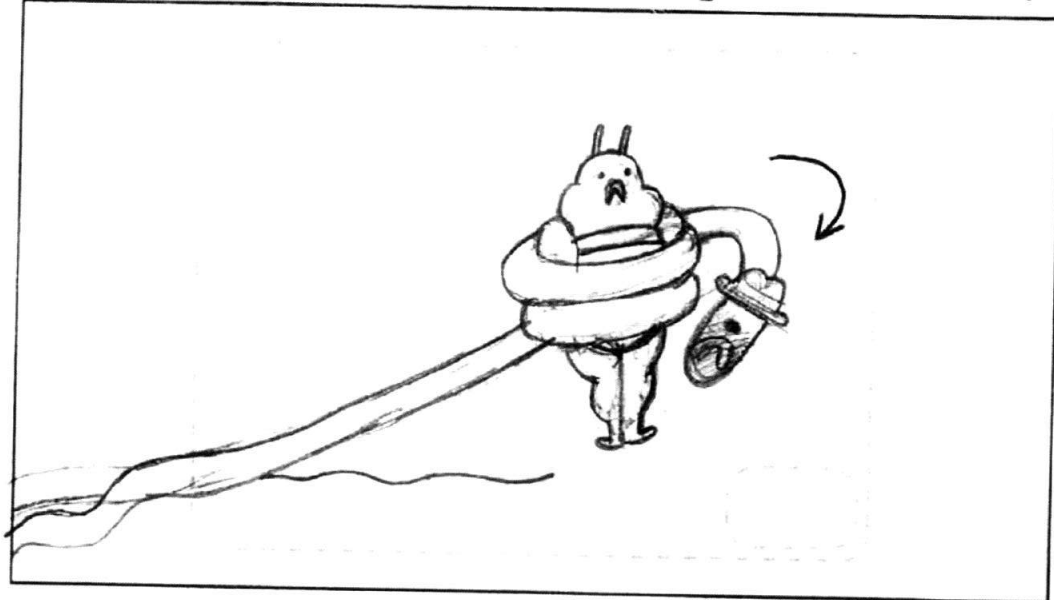
day night



Sc. 164 *cont* Pnl. H

Bg.

day night



Dialog:

Action: B.N. WRAPS HIMSELF AROUND MUSCLEMAN.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **433**

Sc. 164 CONT Pnl. I

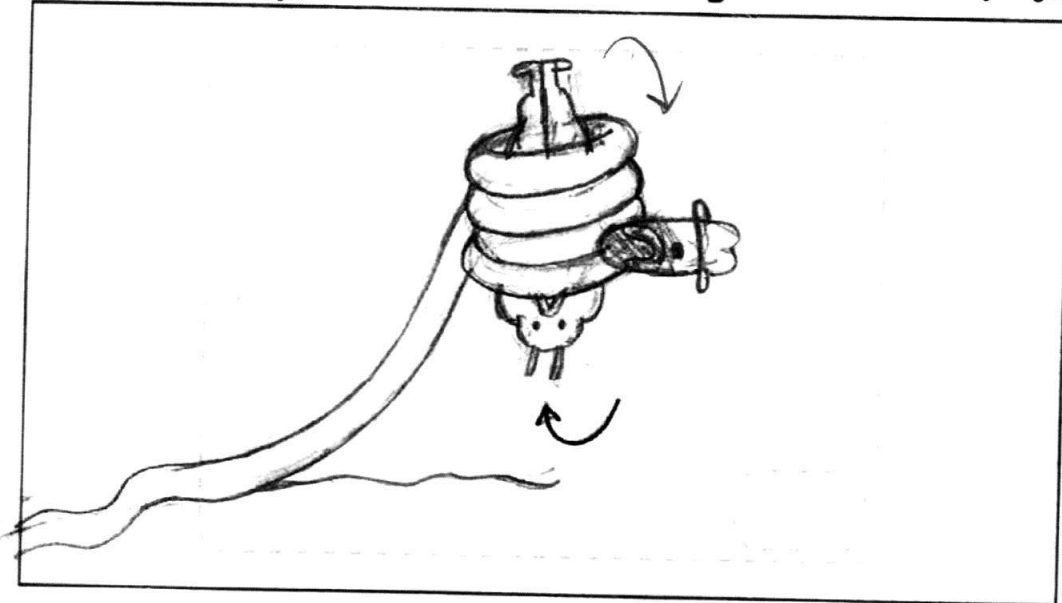
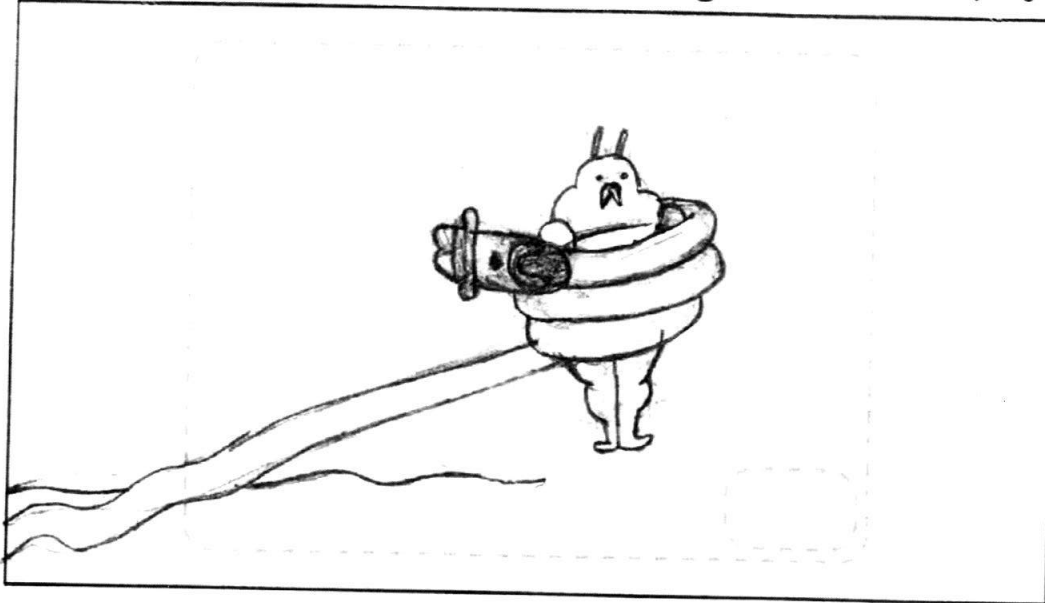
Bg.

day night

Sc. 164 CONT Pnl. J

Bg.

day night



Dialog:

SFX: SLIDE-WHISTLE WHOOP!

Action:

B.N. FINISHES WRAPPING HIMSELF
AROUND MUSCLEMAN.

B.N. FLIPS MUSCLEMAN UPSIDE-DOWN.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

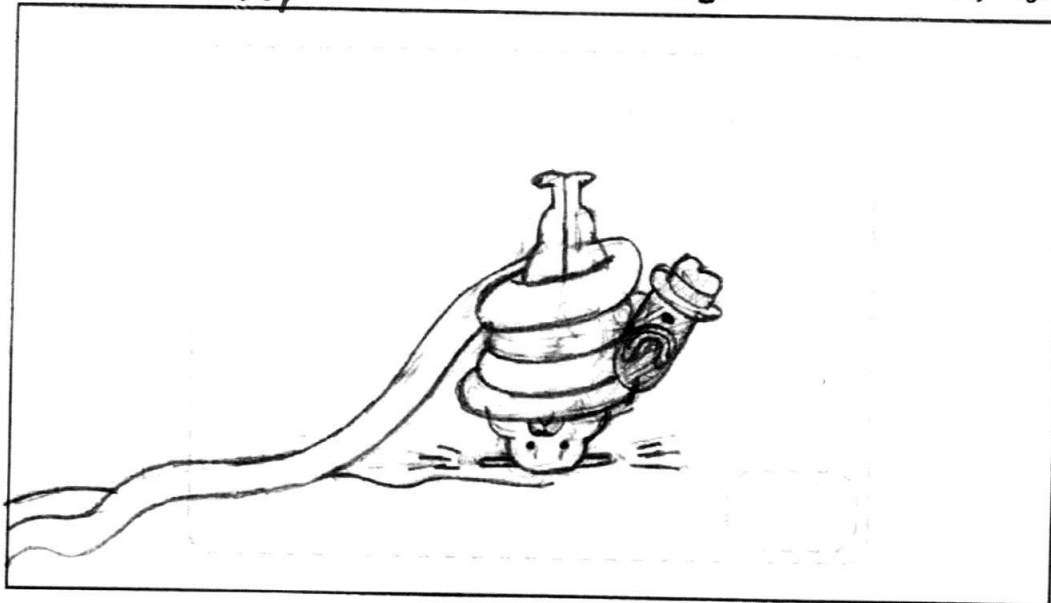


Page 434

Sc. 164 *cont* Pnl. K

Bg.

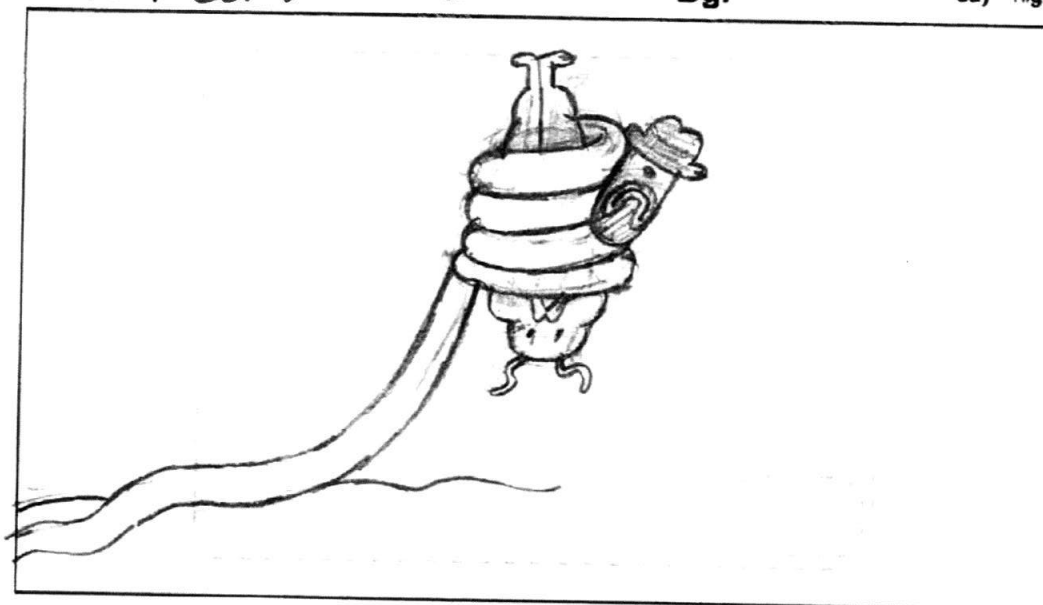
day night



Sc. 164 *cont* Pnl. L

Bg.

day night



Dialog:

SFX = BASH!

MM: [IMPACT]

CYCLE K + L

Action:

REPEAT ACTION AS A CYCLE...
BASH! BASH! BASH!

DEC 13 2010

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



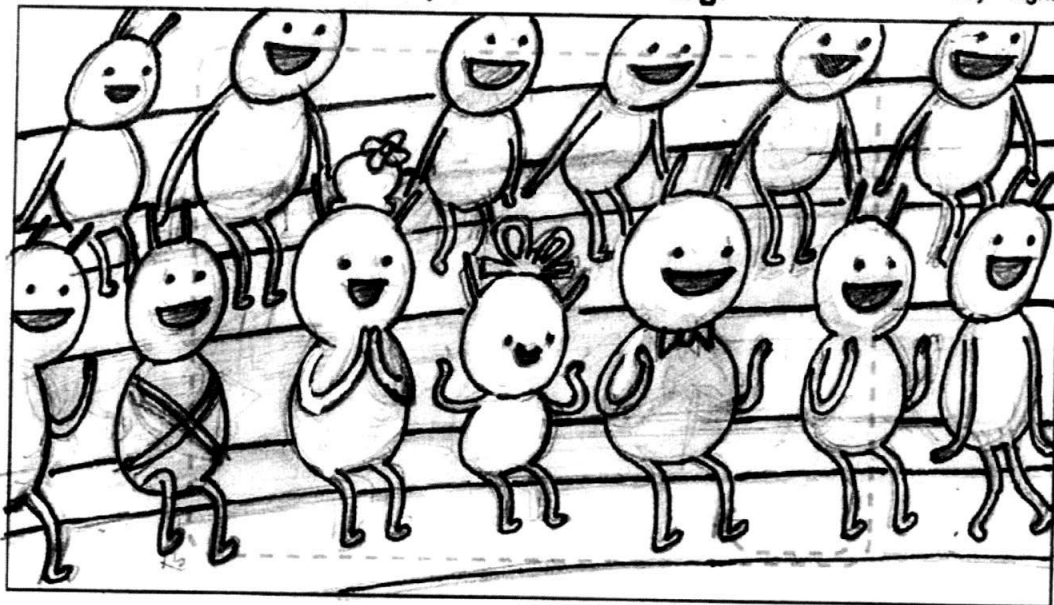
Page 435

Sc. 165

Pnl. A

Bg.

day night

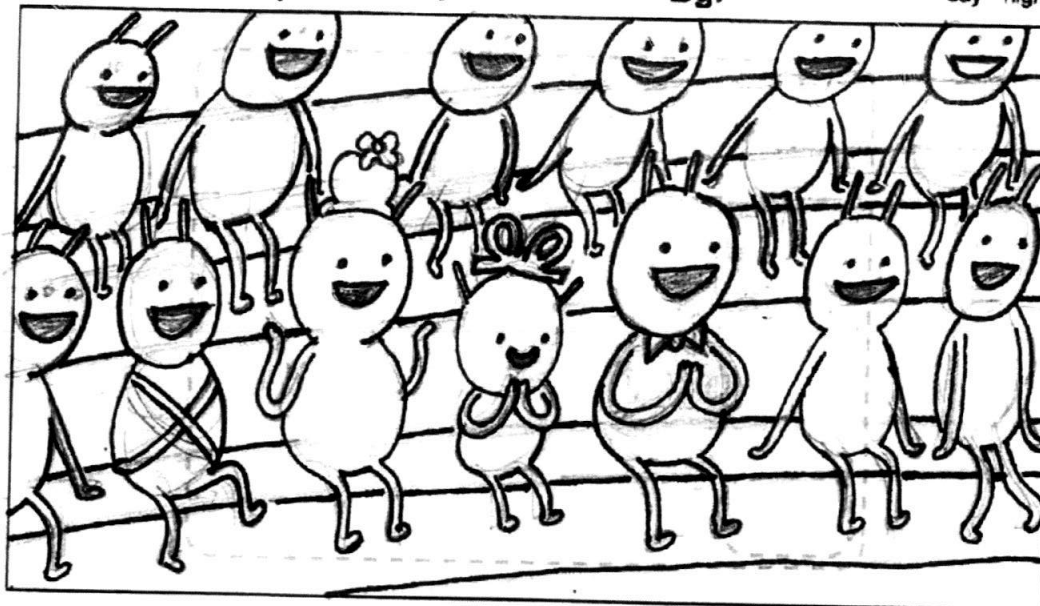


Sc. 165 cont

Pnl. B

Bg.

day night



Dialog:

AUDIENCE: HA HA HA

SFX: * APPLAUSE *

Action:

AUDIENCE LAUGHS. SOME OF THEM APPLAUSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

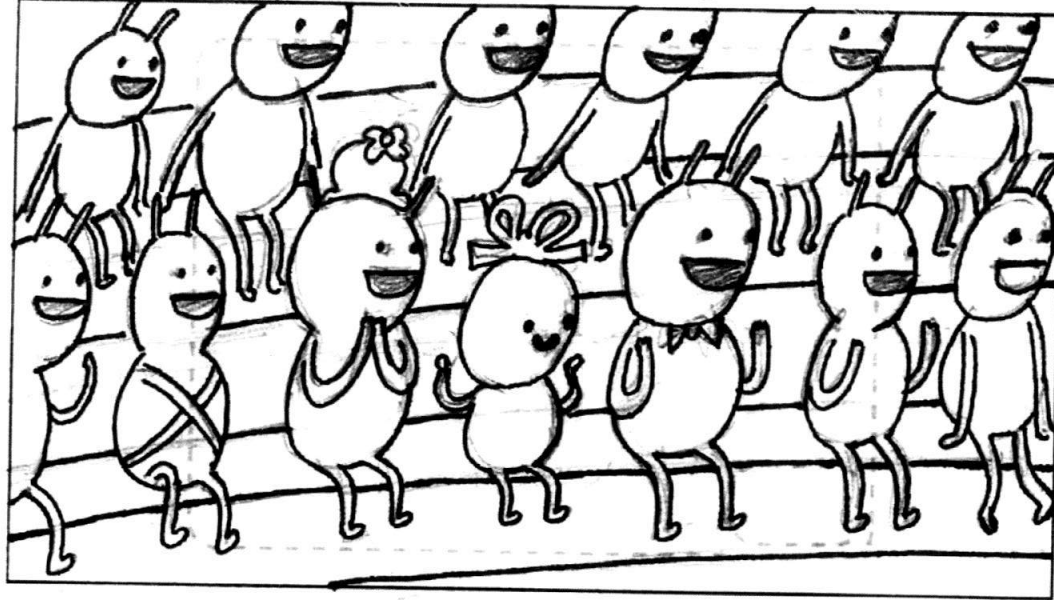


Page 436

Sc. 165 *cont* Pnl. C

Bg.

day night

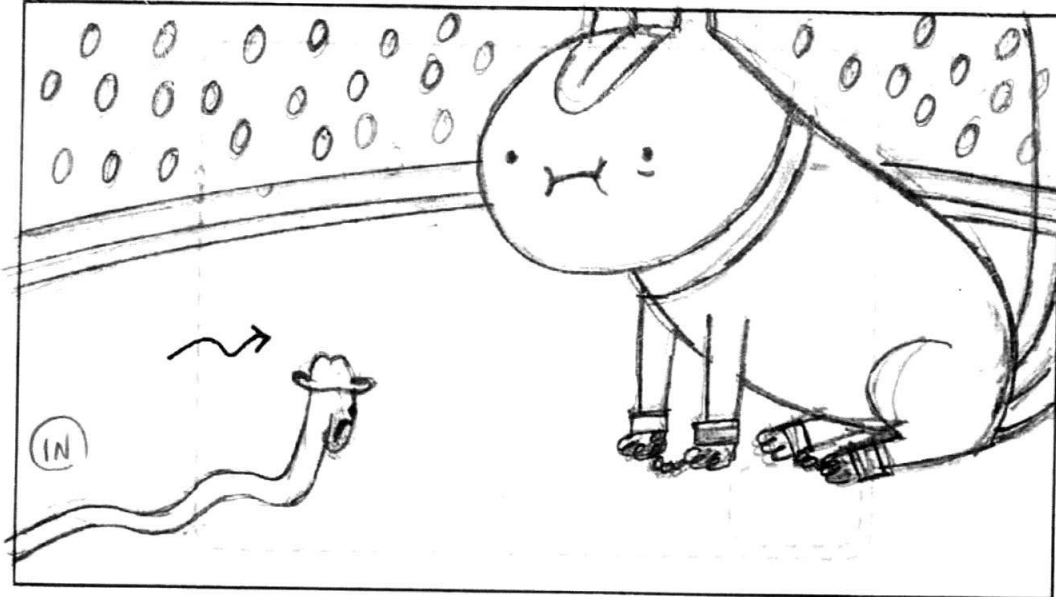


Sc. 165A

Pnl. A

Bg.

day night



Dialog:

audience: *still laughing*

Action: AUDIENCE FOLLOWS ACTION →
OF B.N.

B.N. ENTERS QUICKLY.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

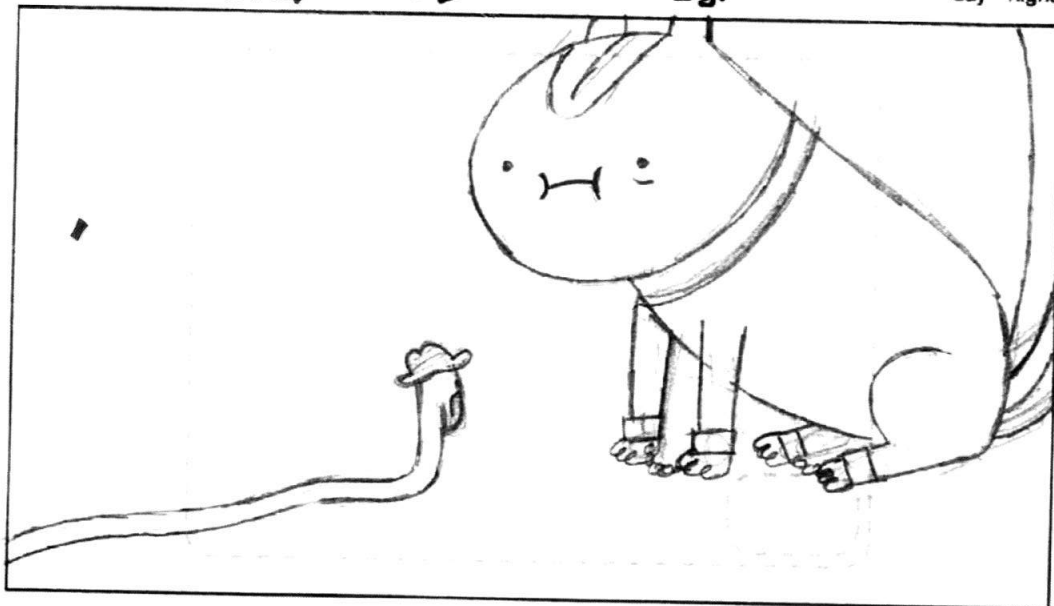


Page **437**

Sc. 165A *CONT* Pnl. B

Bg.

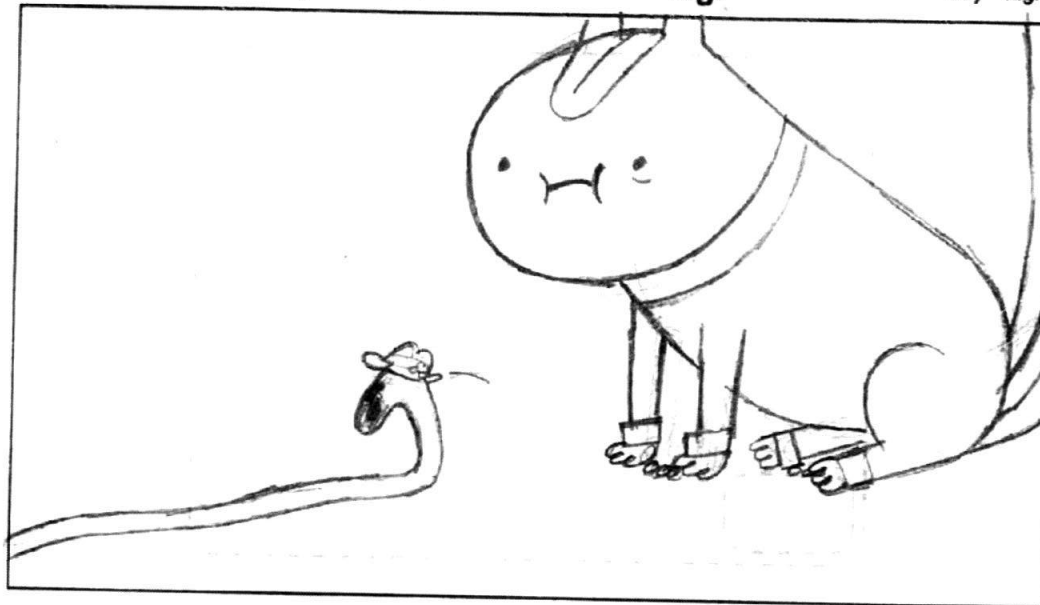
day night



Sc. 165A *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

B.N. STOPS, LOOKING AT GORALINA.

B.N. GESTURES "THIS WAY".

DEC 13 2013

Timing:

EPISODE #

Production :

ADVENTURE TIME

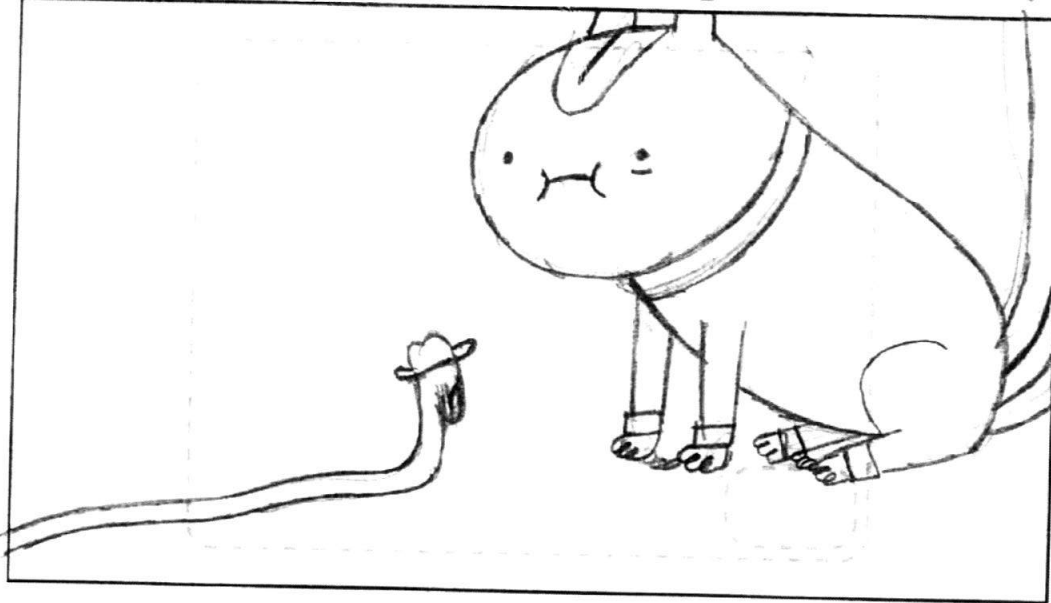


Page **438**

Sc. 165A *cont* Pnl. D

Bg.

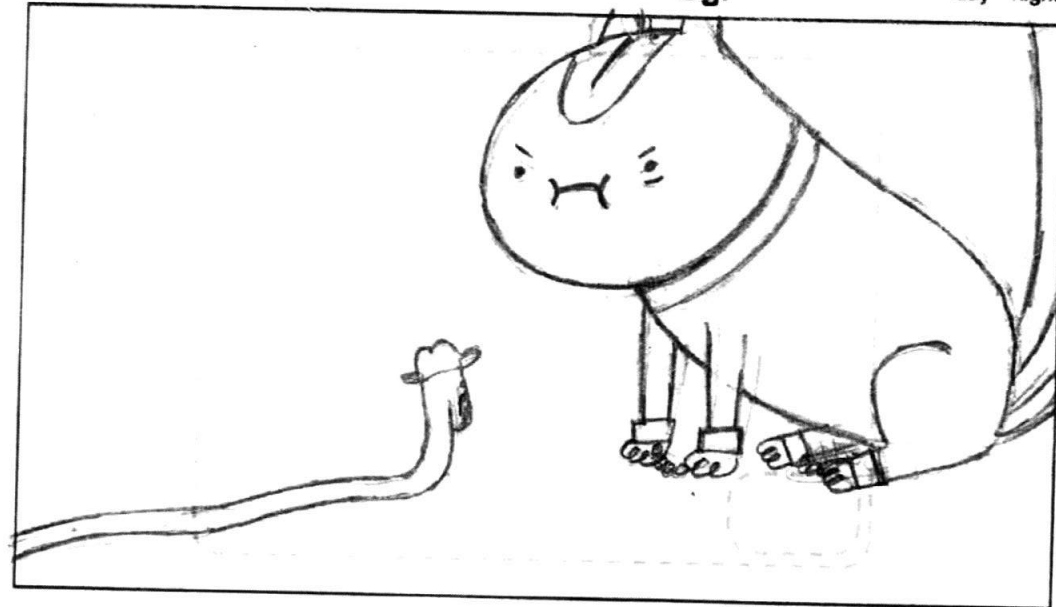
day night



Sc. 165A *cont* Pnl. E

Bg.

day night



Dialog:

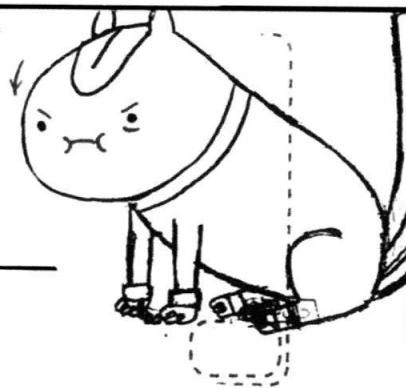
Action: RECOVER B.N.

GORALINA GOES INTO A DETERMINED LOOK.

DEC 13 2013

Timing:

Dr ②



EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

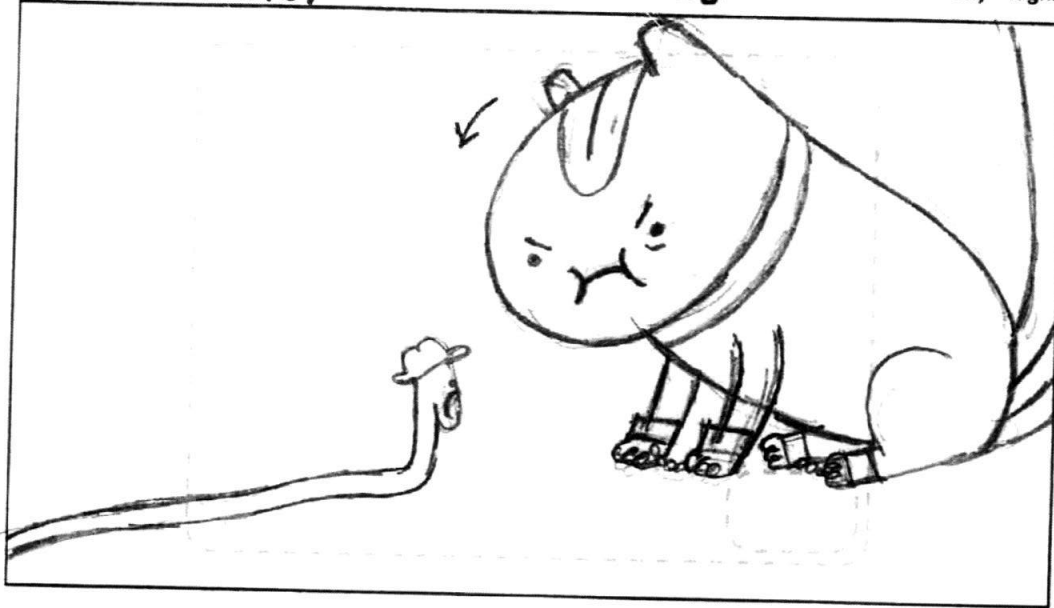


Page **439**

Sc. 165A *CONT* Pnl. F

Bg.

day night

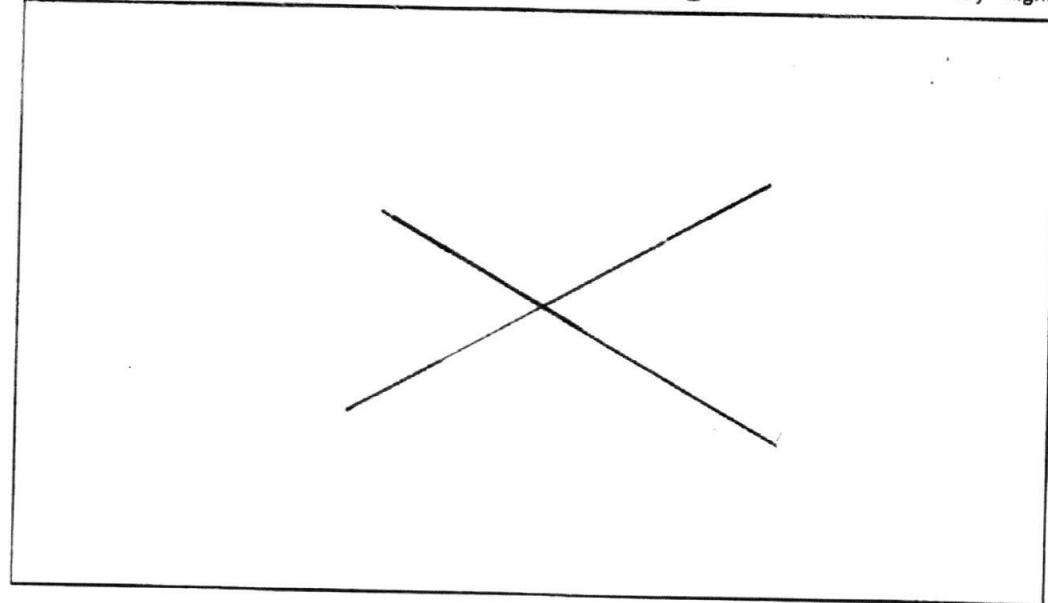


Sc.

Pnl.

Bg.

day night



Dialog:

Action: GORALINA ANTICS STANDING UP.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

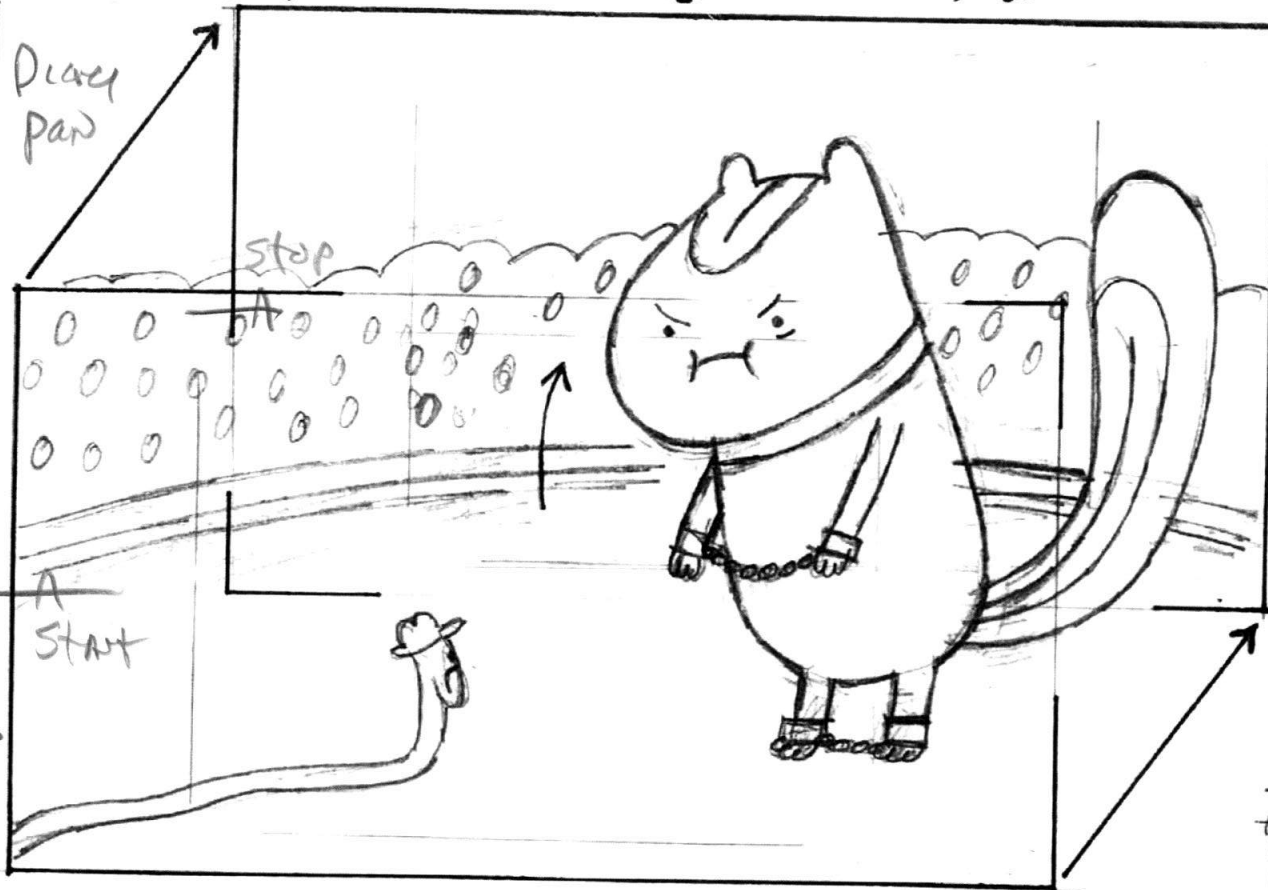


Page **440**

Sc. 165A *cont* Pnl. G

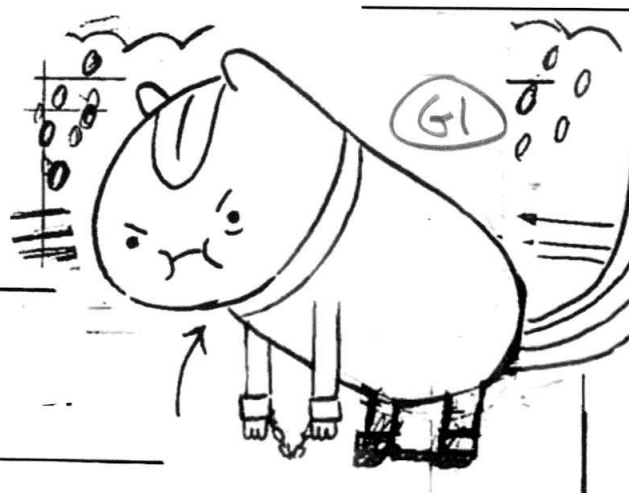
Bg.

day night



GORALINA STANDS UP. (SLOWLY)
CAMERA: PAN W. GORALINA

Timing:



Production :

EPISODE #

1025/162

1025/162

1025/162

S/A
(F)

ADVENTURE TIME

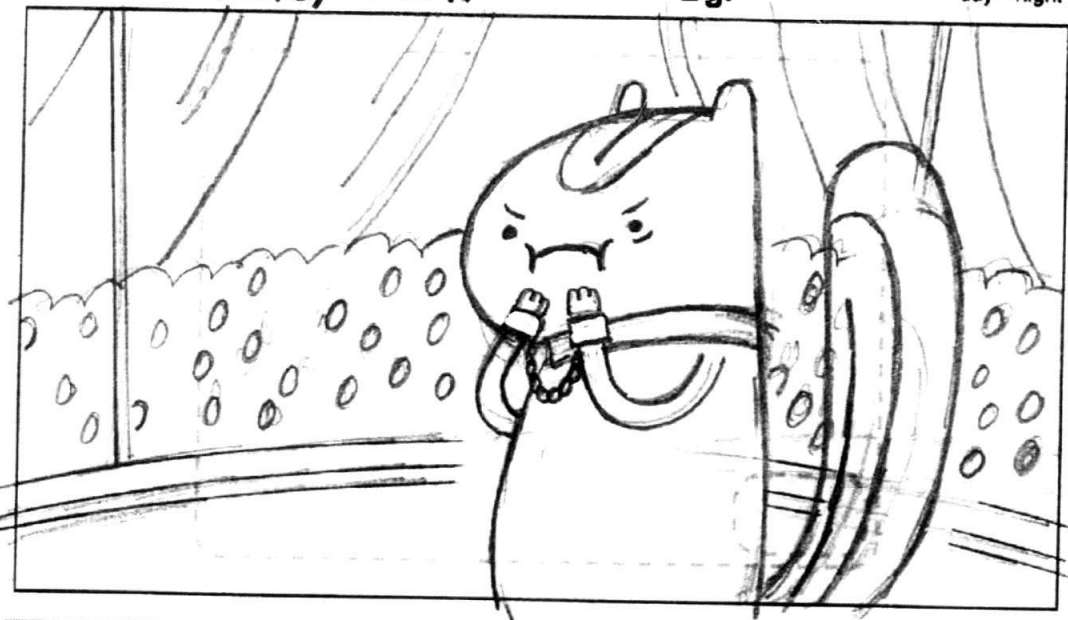


Page **441**

Sc. 165A *CONT* Pnl. H

Bg.

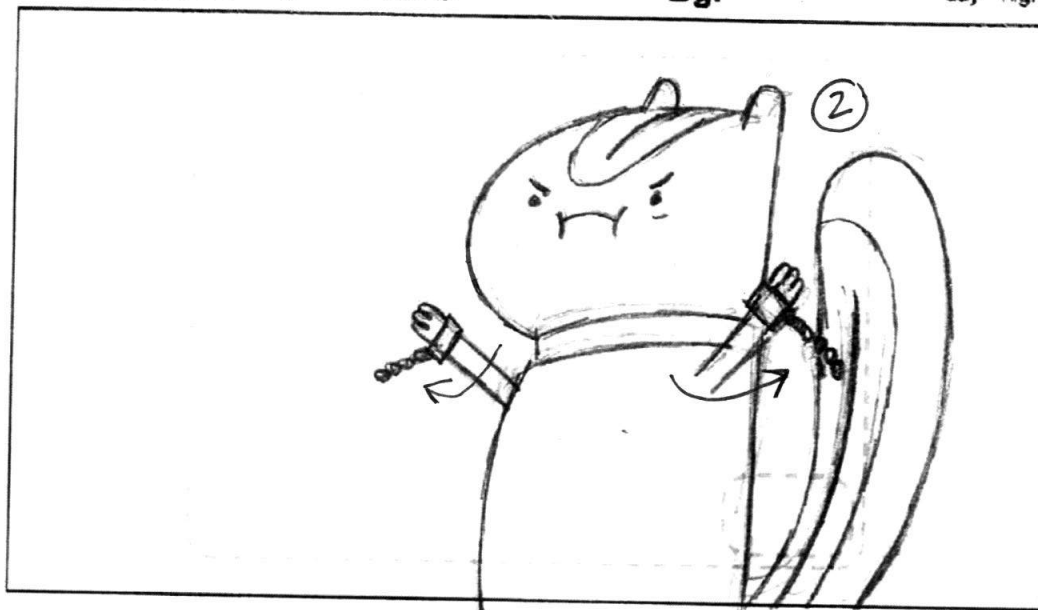
day night



Sc. 165A *CONT* Pnl. I

Bg.

day night



EPISODE #

Dialog:

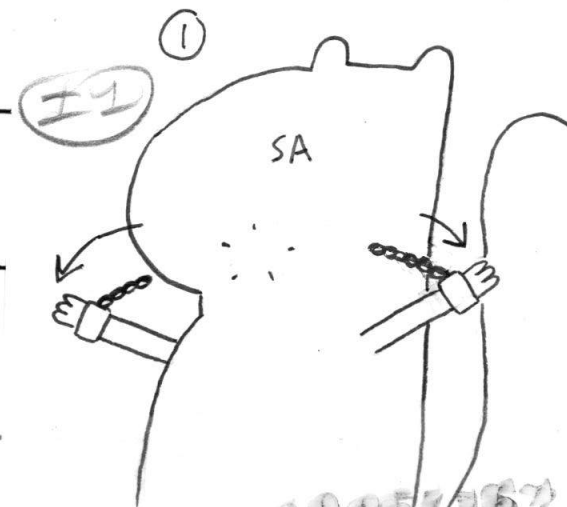
SFX: * SNAP *

Action: GORALINA ANTICS BREAKING CHAINS.

GORALINA BREAKS CHAINS.

DEC 18 2013

Timing:



1025/162

1025/162

ADVENTURE TIME

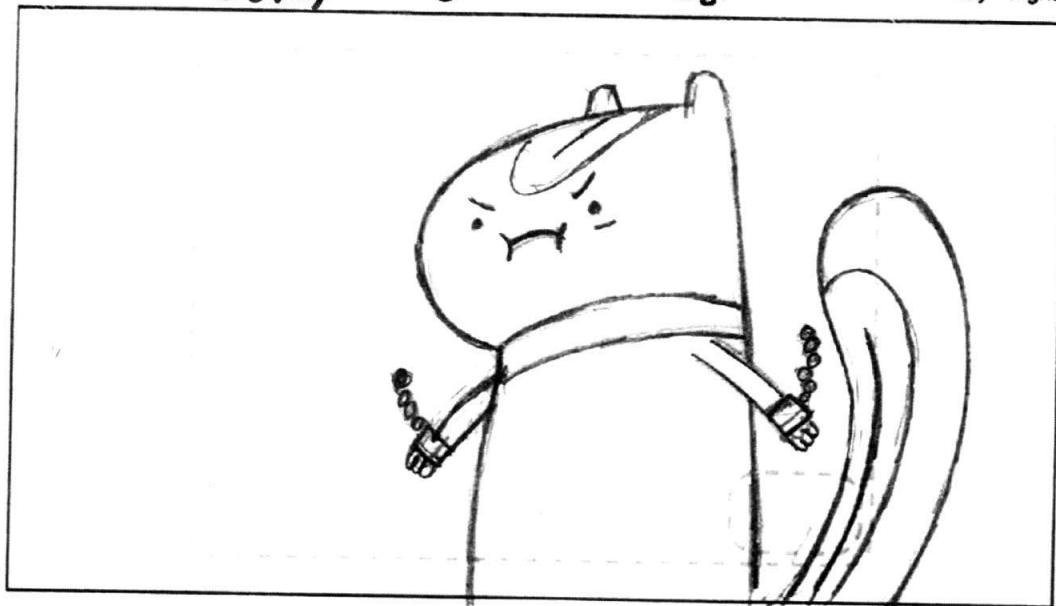


Page **442**

Sc. 165A *CONT* Pnl. J

Bg.

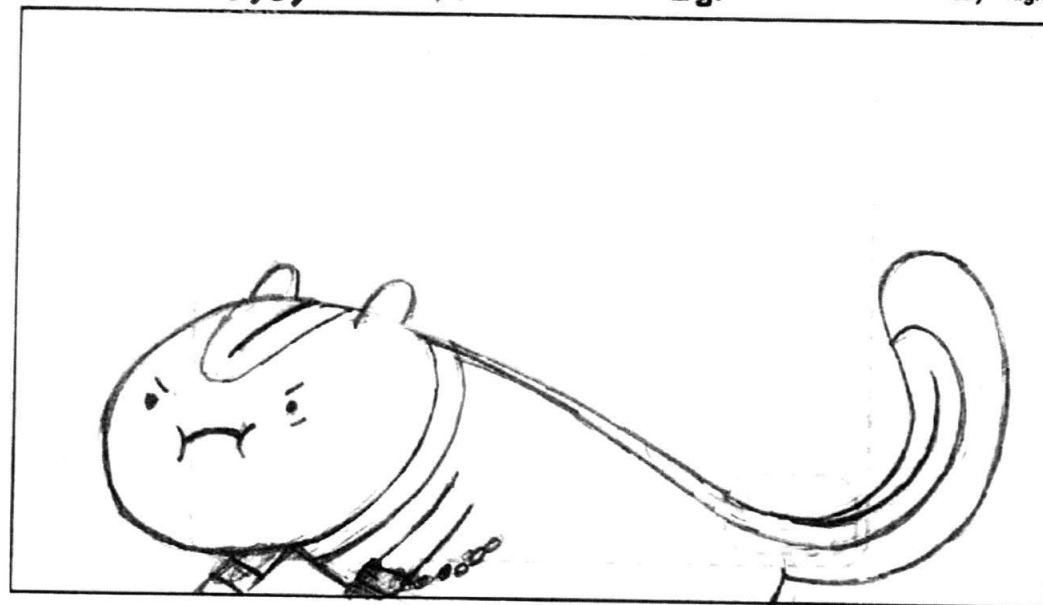
day night



Sc. 165A *CONT* Pnl. K

Bg.

day night



EPISODE #

Dialog:

Action:

GORALINA INTO RUN.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 443

Sc. 165A *CONT* Pnl. L

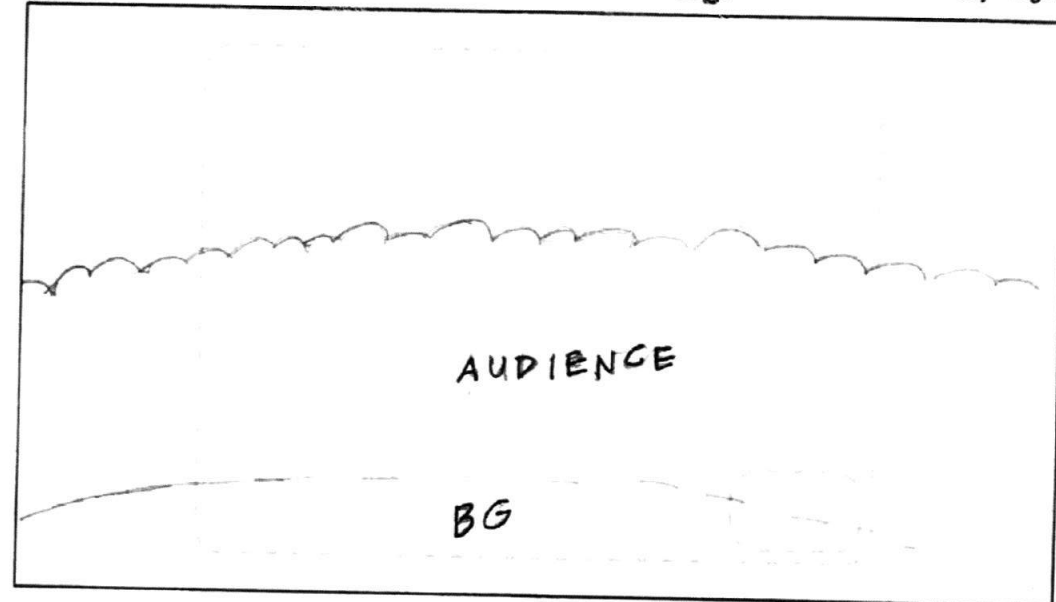
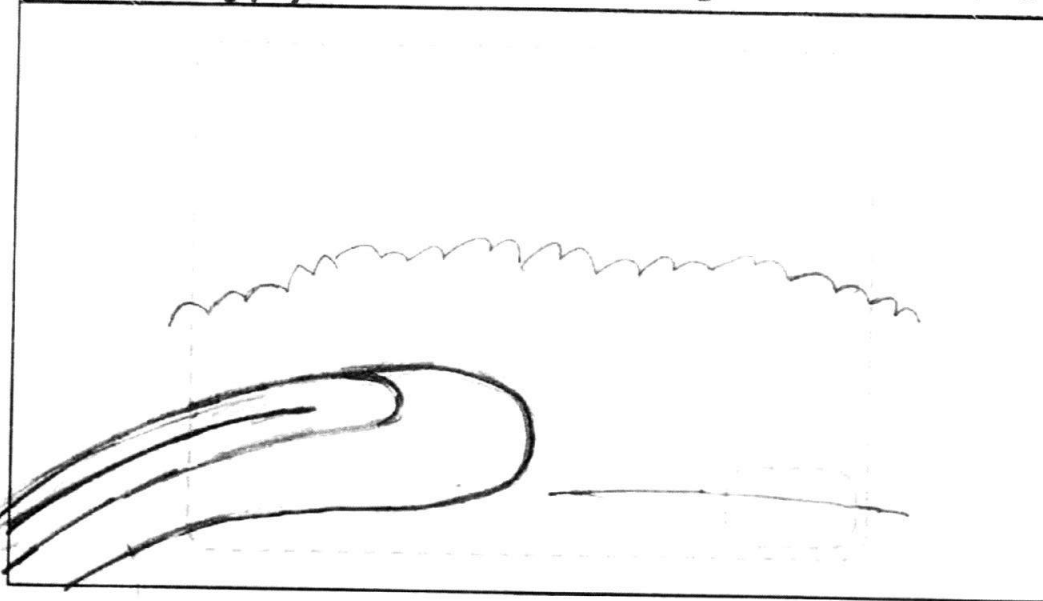
Bg.

day night

Sc. 165A *CONT* Pnl. M

Bg.

day night



Dialog:

Action: GORALINA RUNS OUT.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

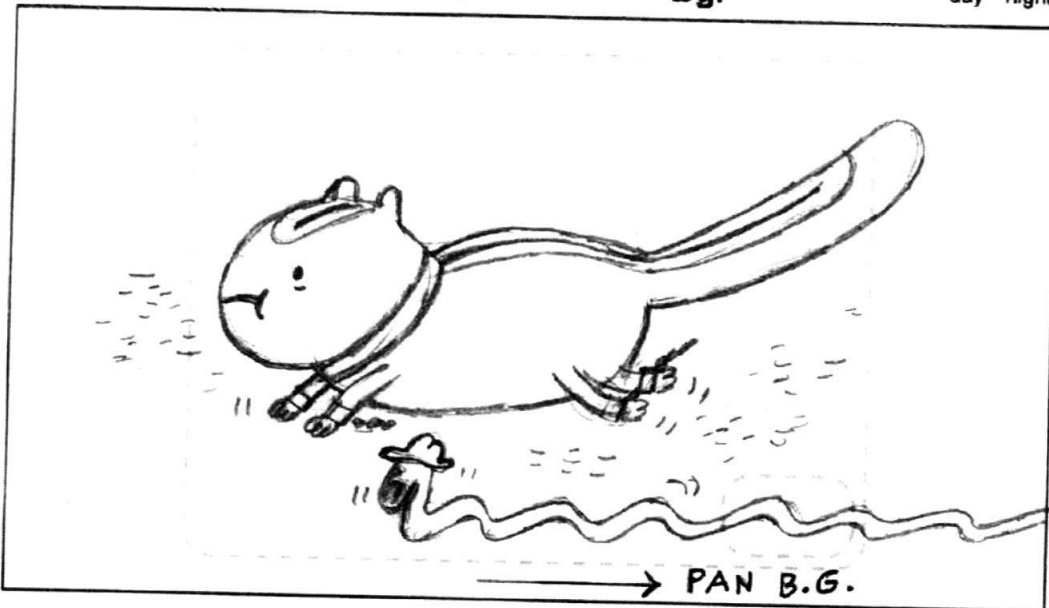


Sc. 166

Pnl. A

Bg.

day night

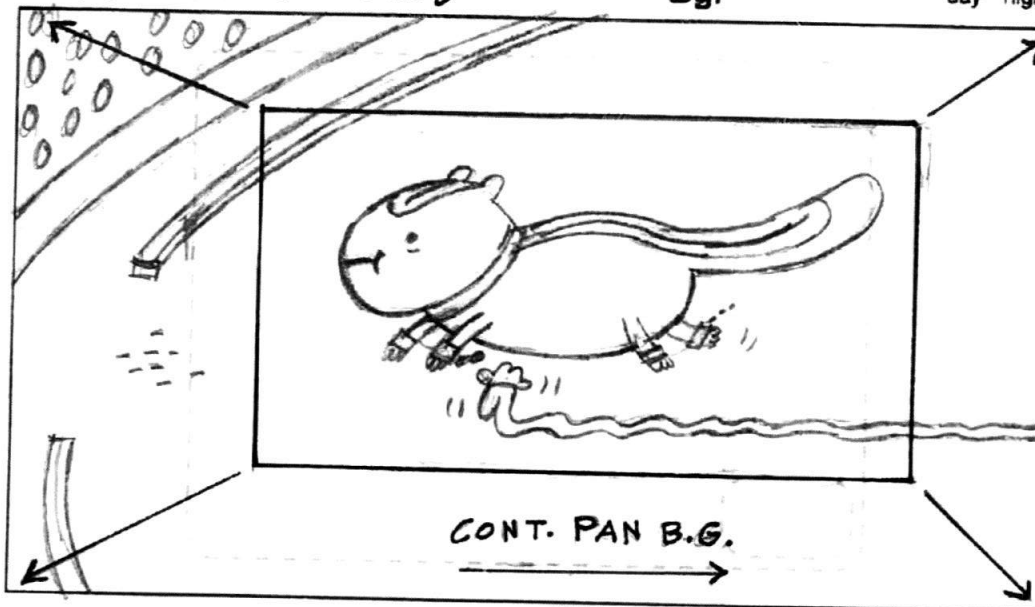


Sc. 166 CONT

Pnl. B

Bg.

day night



Page 444

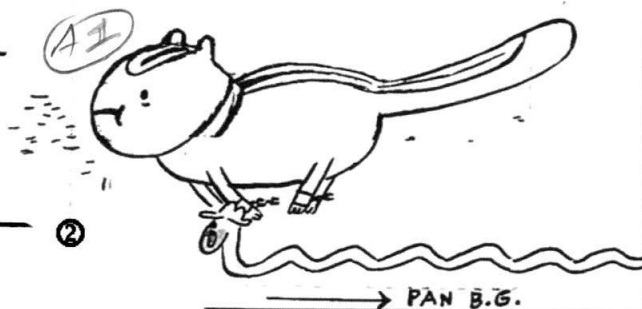
Dialog:

Action: - GORALINA AND B.N. RUNNING.
- PAN B.G.

CAMERA = TRUCK OUT, CONTINUE PAN.

Timing:

DEC 13 2013



EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



No SC167

Page 445
No Pg 446
day night

Sc. 166 CONT Pnl. C

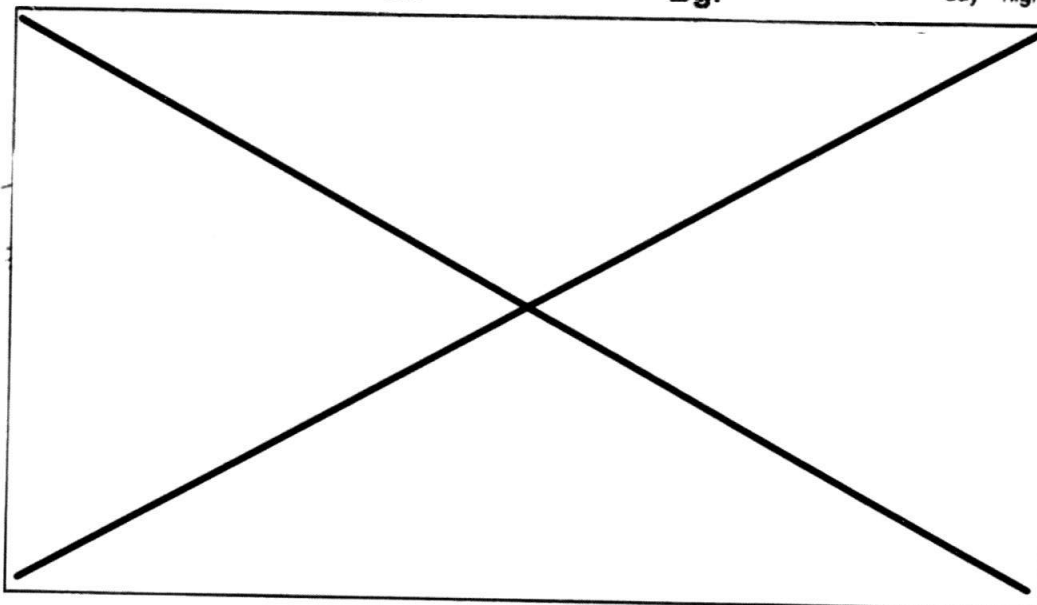
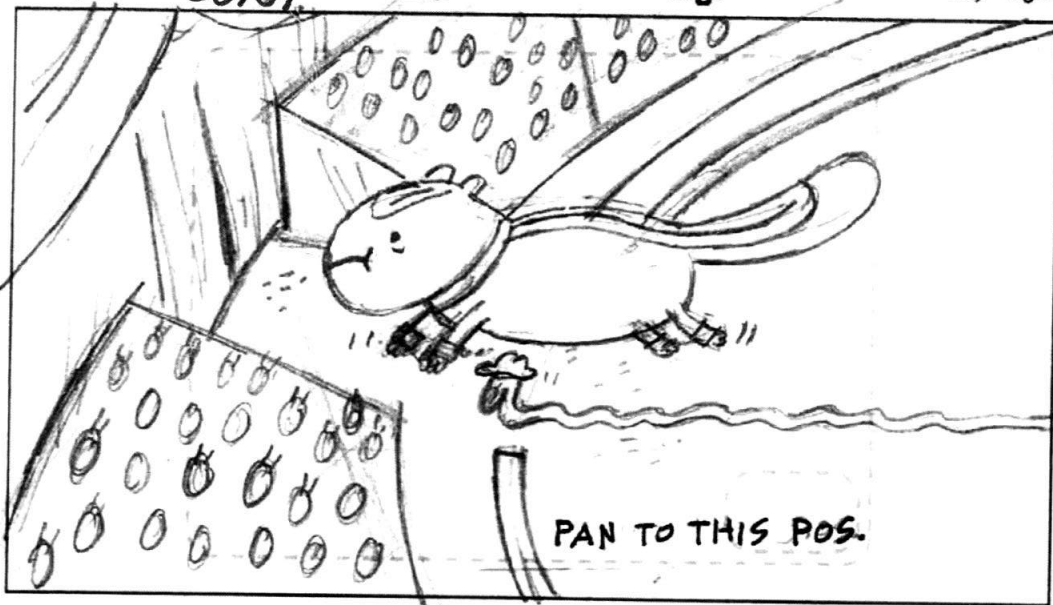
Bg.

day night

Sc.

Pnl.

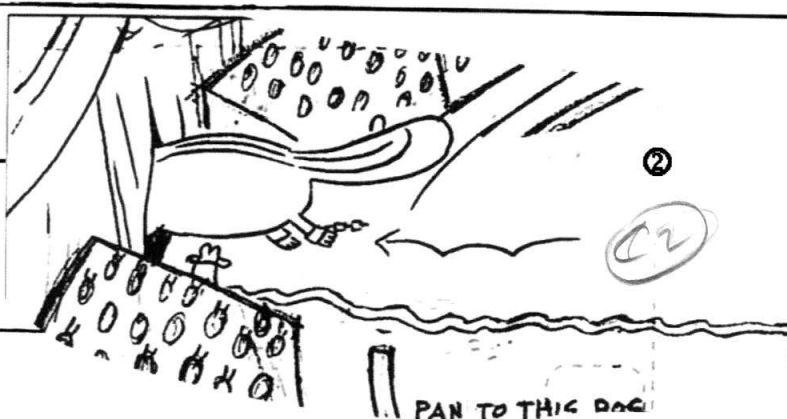
Bg.



Dialog:

Action:

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



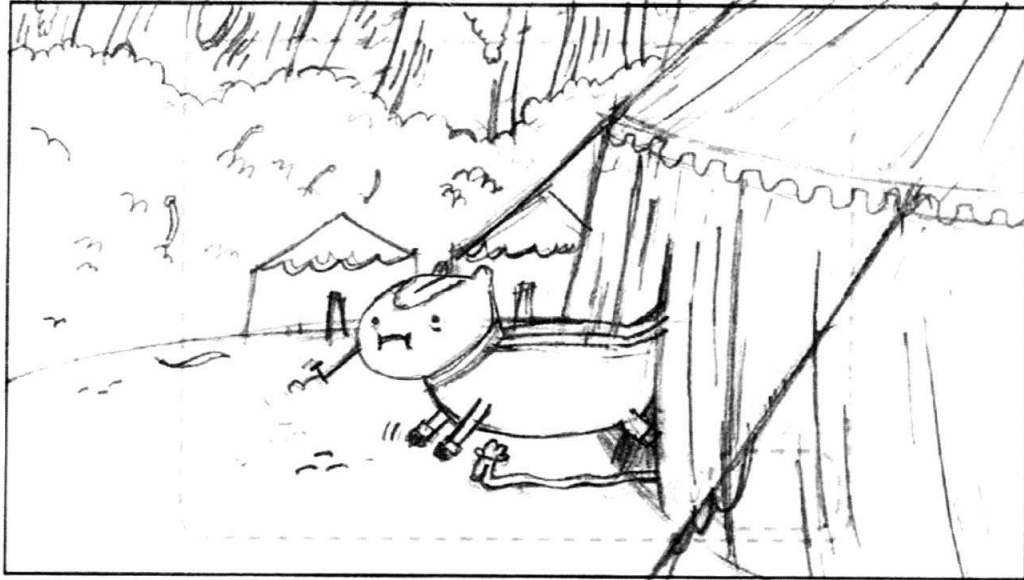
Page 447

Sc. 168

Pnl. A

Bg.

day night

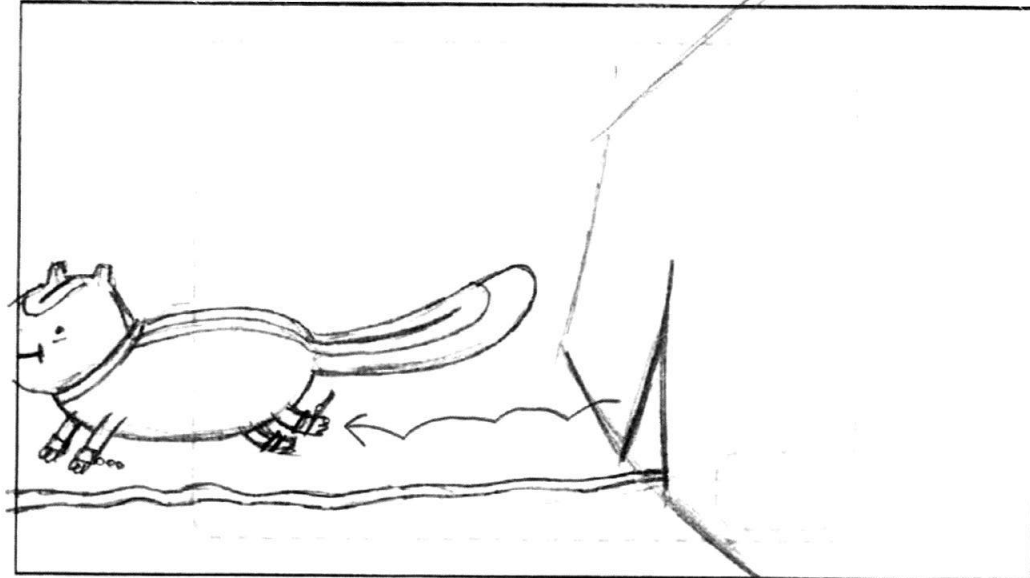


Sc. 168 *CONT*

Pnl. B

Bg.

day night



EPISODE #

Production :

Dialog:

Action: GORALINA AND B.N. RUN OUT OF
THE SIDE ENTRANCE TO THE TENT.

DEC 13 2013

Timing:

1025/162

1025/162

1025/162

ADVENTURE TIME

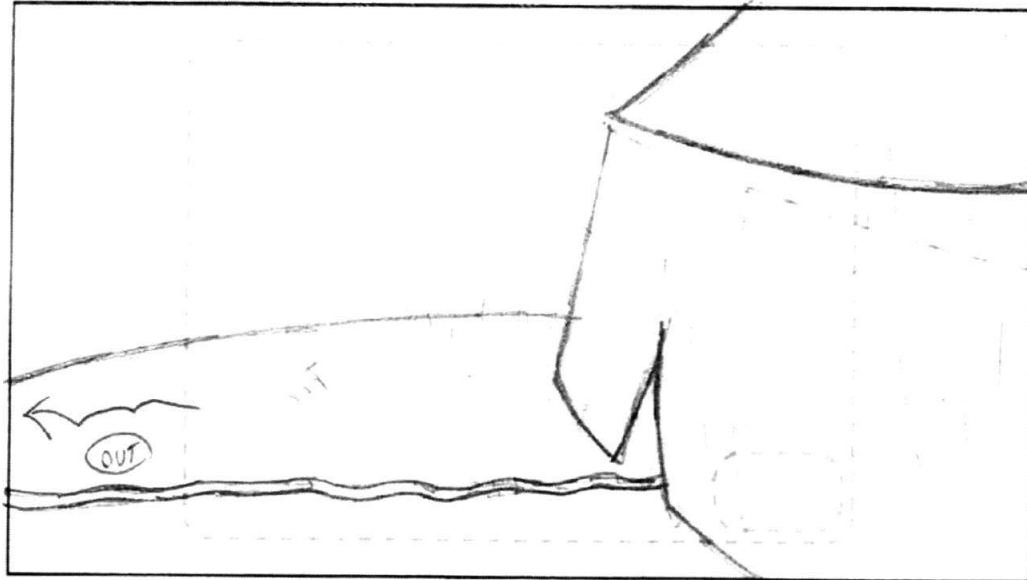


Page **448**

Sc. 168 *CONT* Pnl. C

Bg.

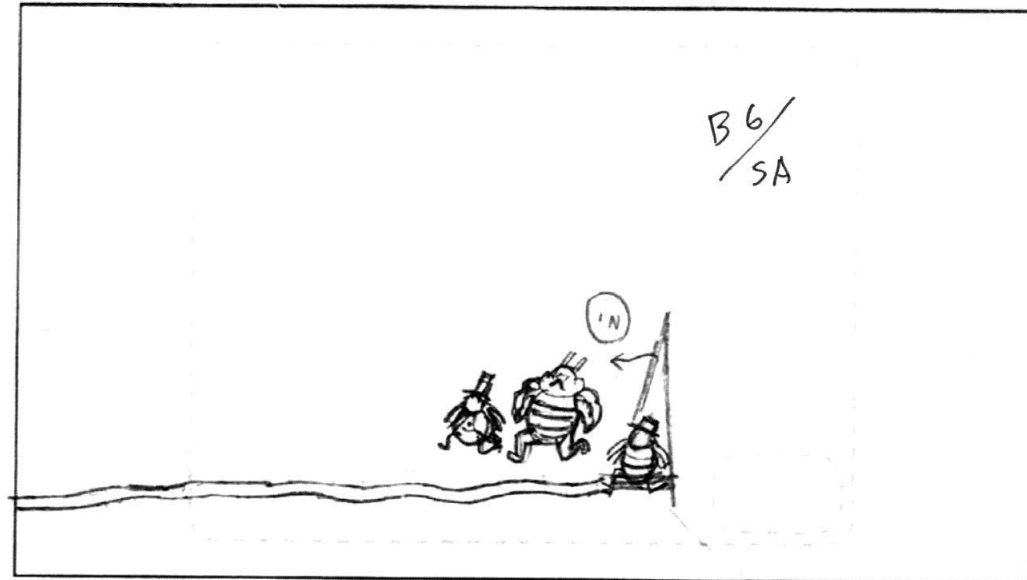
day night



Sc. 168 *CONT* Pnl. D

Bg.

day night



EPISODE #

Dialog:

Action:

RINGMASTER, MUSCLEMAN, AND ROUSTABOUT
RUN OUT OF THE TENT.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 449

Sc. 168 *cont* Pnl. E

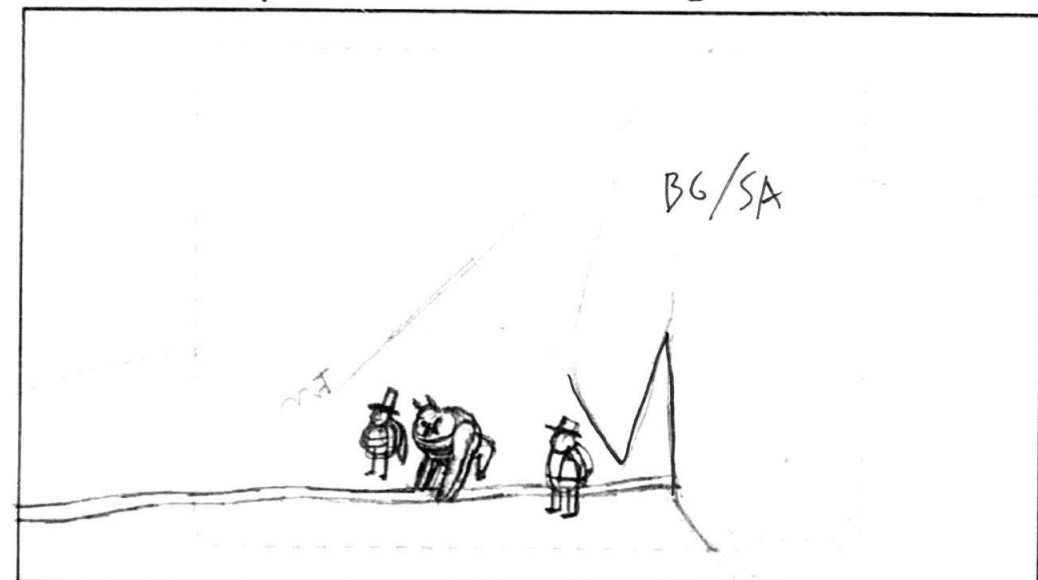
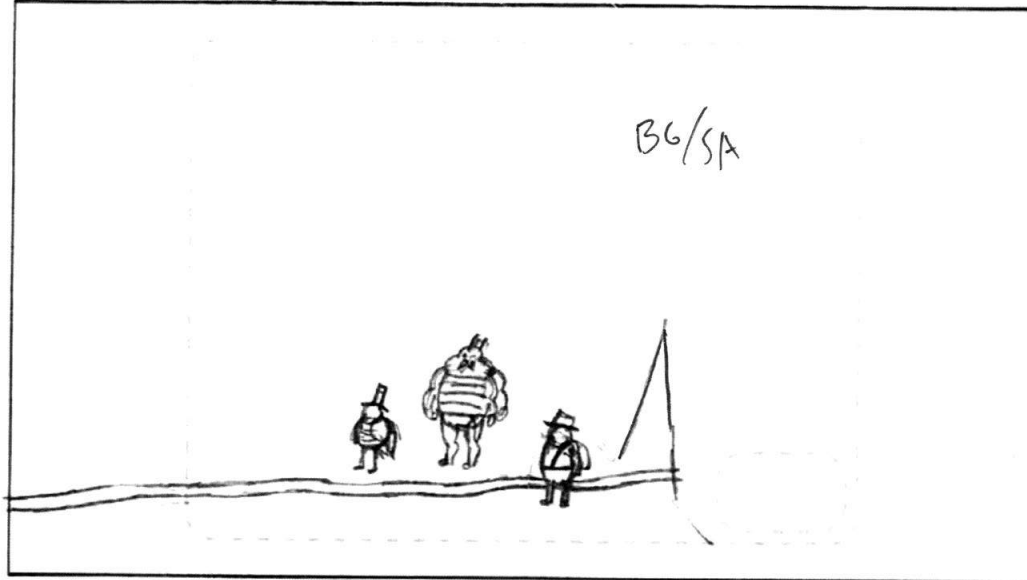
Bg.

day night

Sc. 168 *cont* Pnl. F

Bg.

day night



Dialog:

Action: THEY LOOK OFF AT GORALINA AND B.N.

MUSCLEMAN BENDS DOWN TO PICK UP B.N.

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



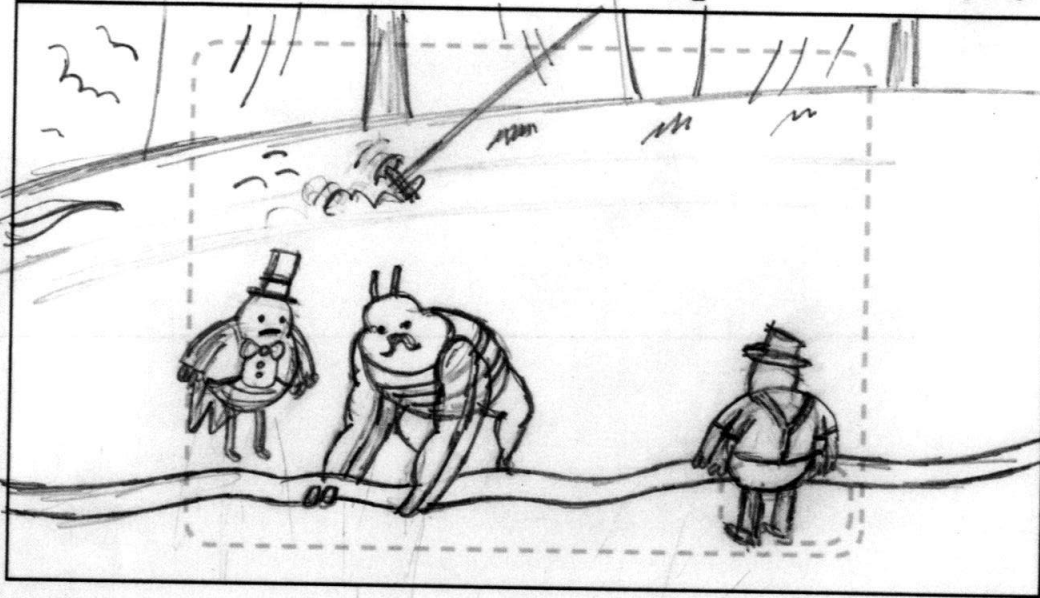
Page **450**

Sc. 169

Pnl. A

Bg.

day night

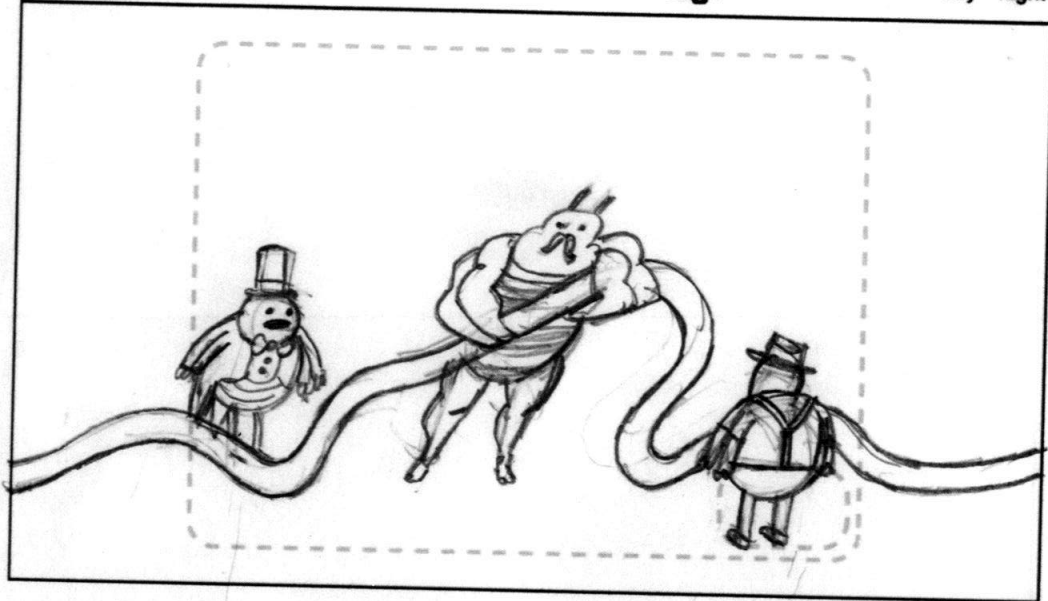


Sc. 169 *CONT*

Pnl. B

Bg.

day night



Dialog:

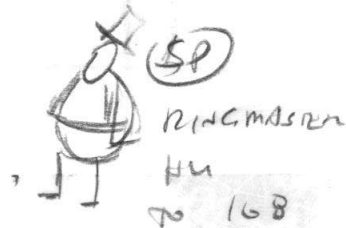
RINGMASTER: THAT'S THE IDEA!

Action: - H.U. FROM PREVIOUS SCENE
- MUSCLEMAN GRABBING B.N.

MUSCLEMAN PICKS UP B.N.

Timing:

DEC 13 2013



1025 - 162

EPISODE #

Production :

1025/162

1025/162

1025/163

ADVENTURE TIME



Page **451**

Sc. 169 *CONT* Pnl. C

Bg.

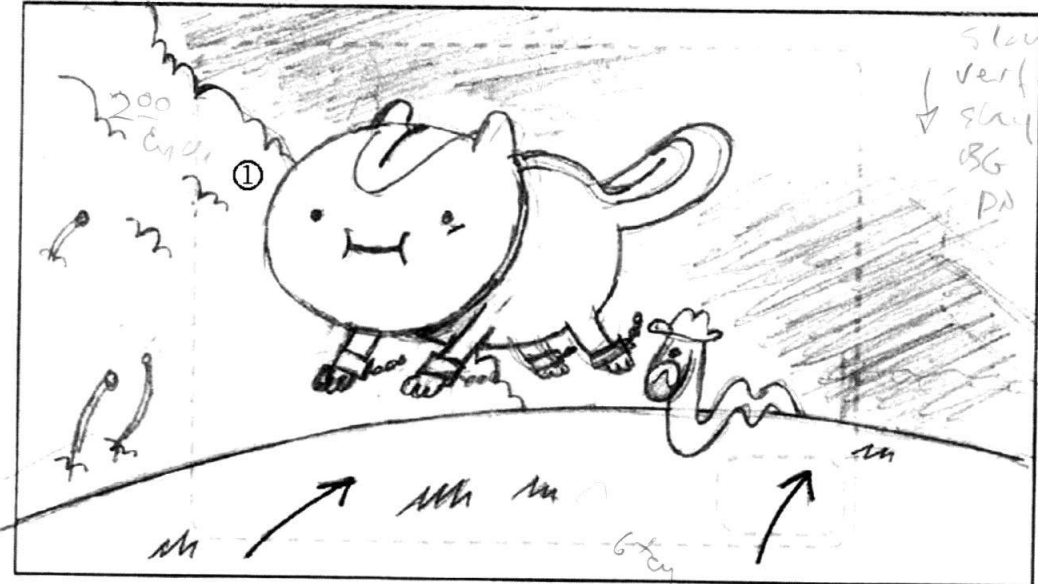
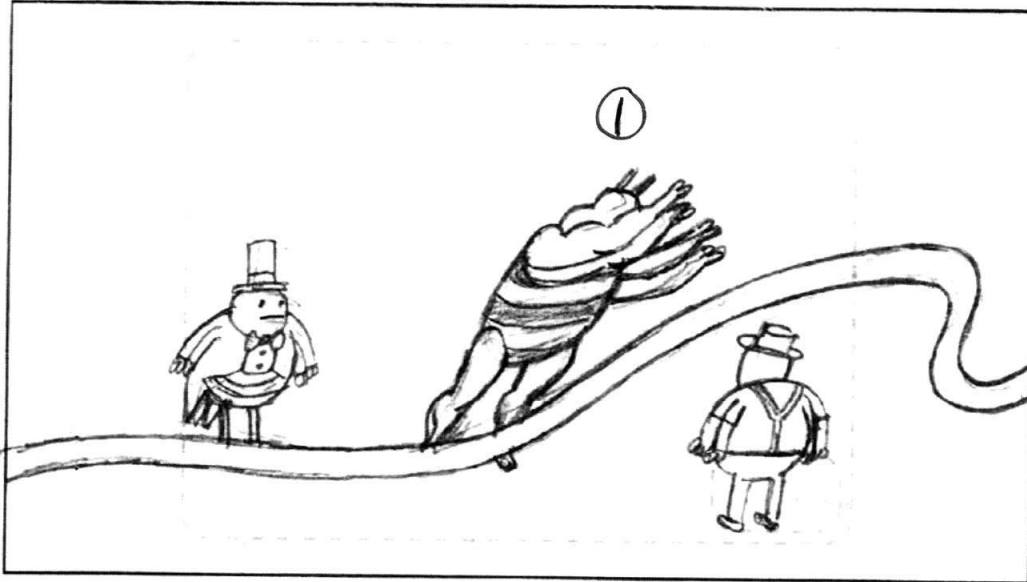
day night

Sc. 169A

Pnl. A

Bg.

day night

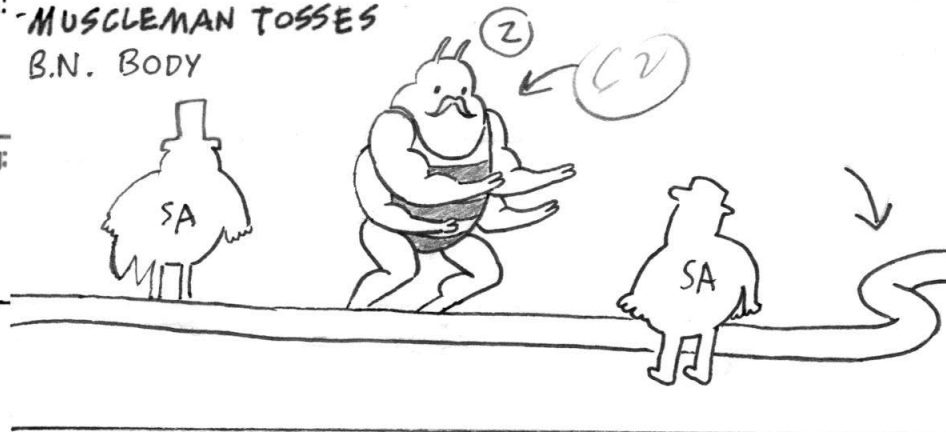


EPISODE #

Dialog:

Action: **MUSCLEMAN TOSSES**
B.N. BODY

Timing:



- GORALINA AND B.N. RUNNING QUICKLY.
- ANIMATED B.G. ROLLS BACK

DEC 13 2013



Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 452

Sc. 169A CONT Pnl. B

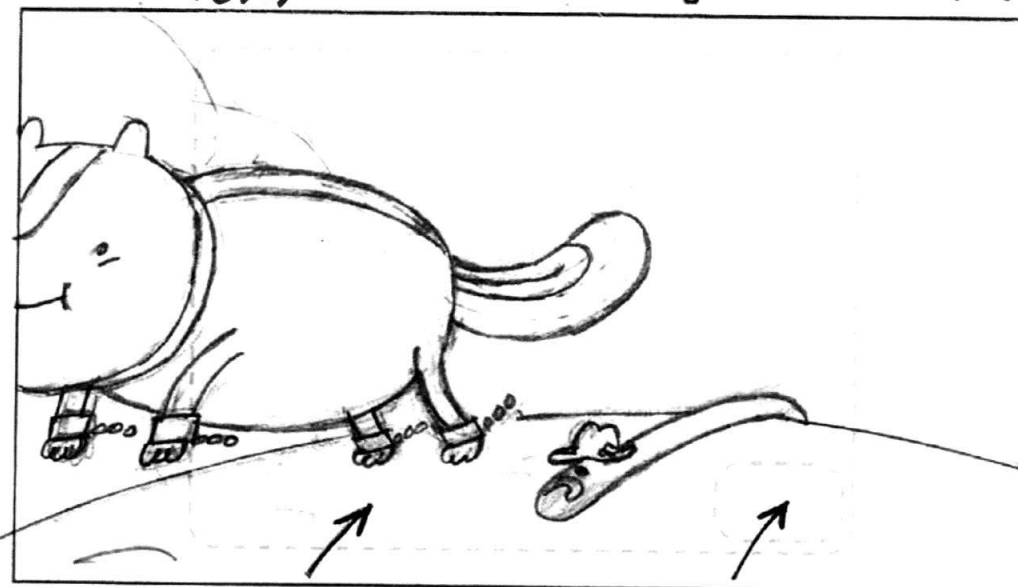
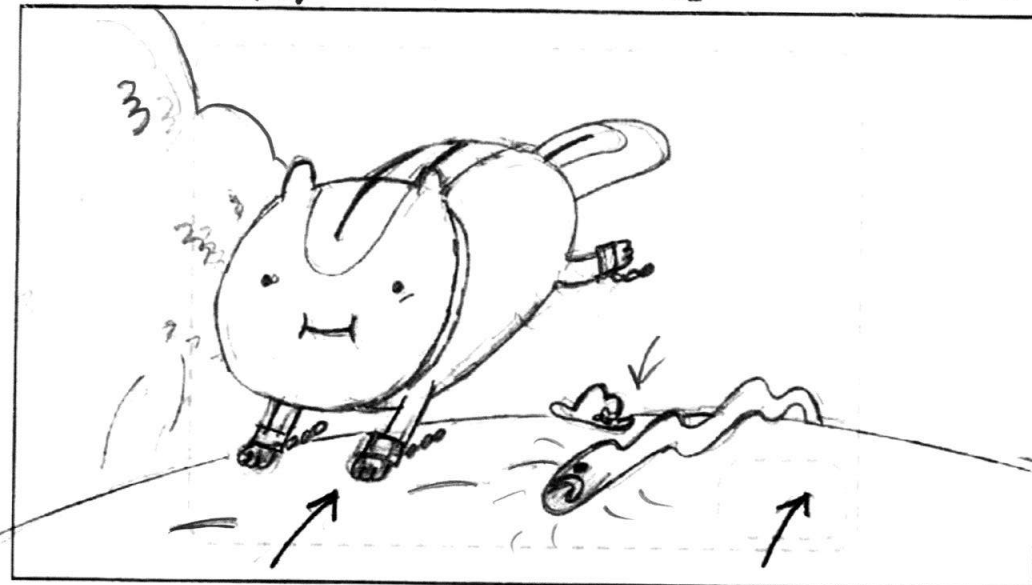
Bg.

day night

Sc. 169A CONT Pnl. C

Bg.

day night



Dialog:

Action: B.N. STOPS SHORT AS HE IS PULLED FROM BEHIND.

(GORALINA CONTINUES OUT OF SCREEN WITH A LEAP.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

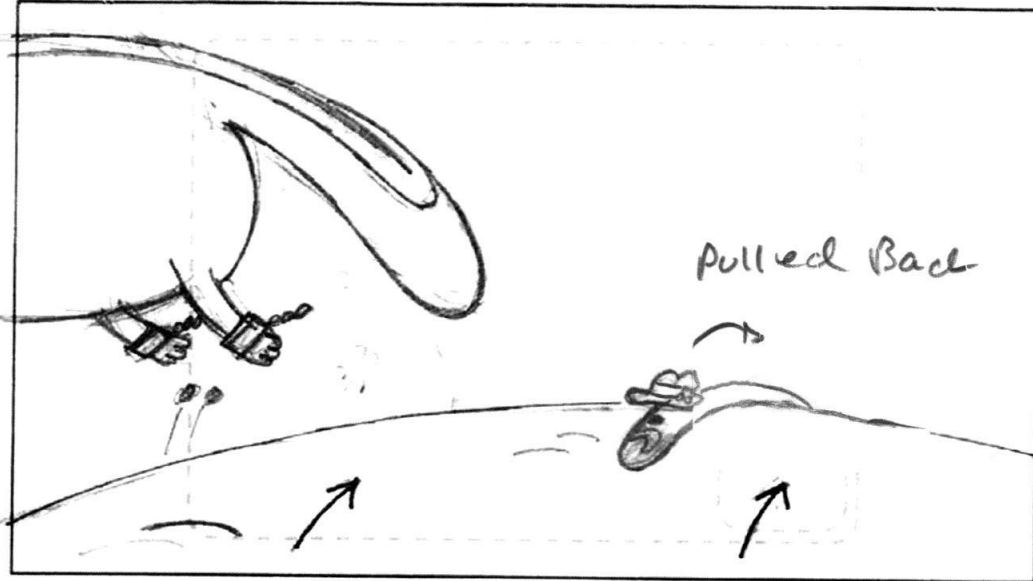


Page **453**

Sc. 169A *cont* Pnl. D

Bg.

day night

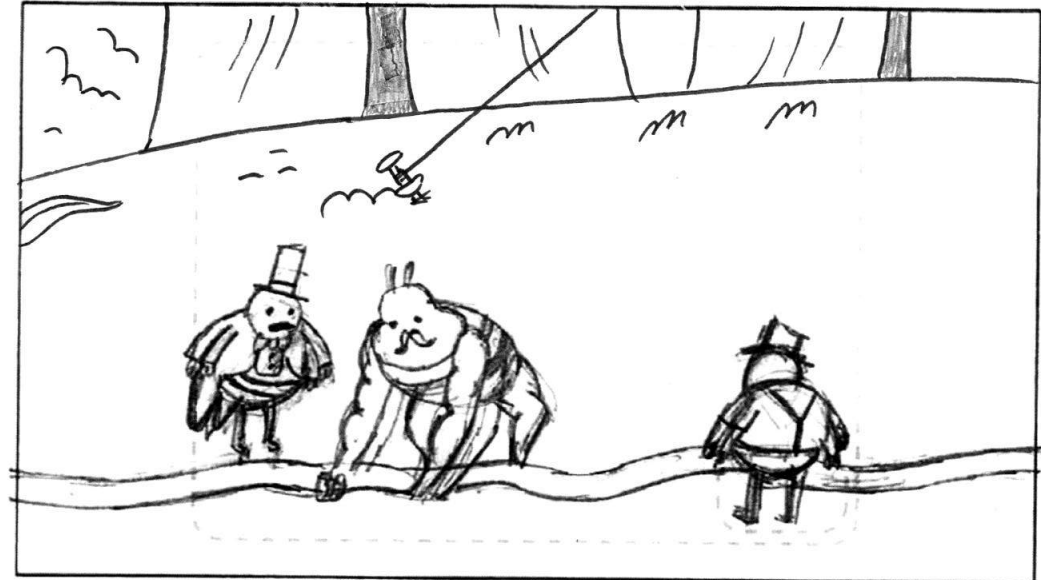


Sc. 169B

Pnl. A

Bg.

day night



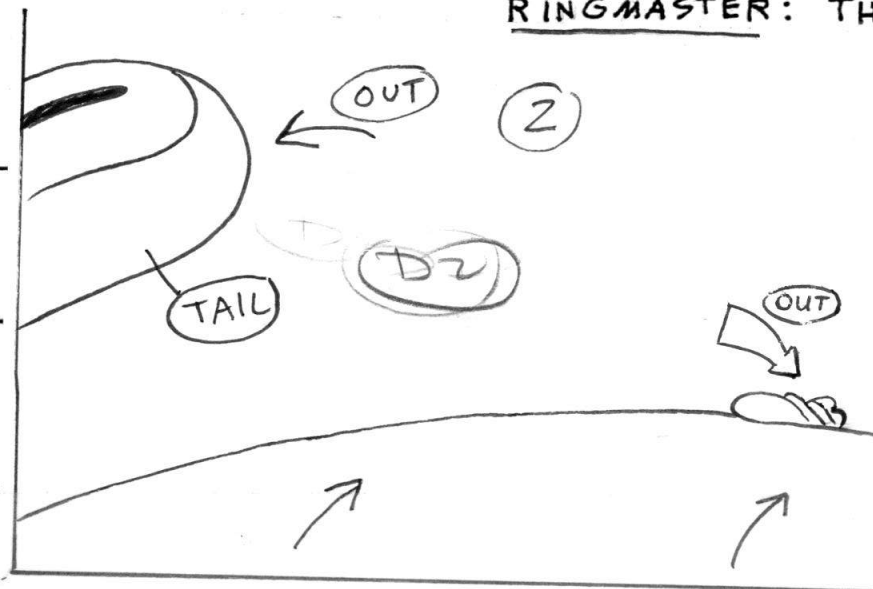
EPISODE #

Dialog:

Action: - GORALINA OUT ←
- B.N. IS PULLED BACK →

Timing:

RINGMASTER: THAT'S RIGHT...



- MUSCLEMAN ANTICS
ANOTHER LIFT
DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

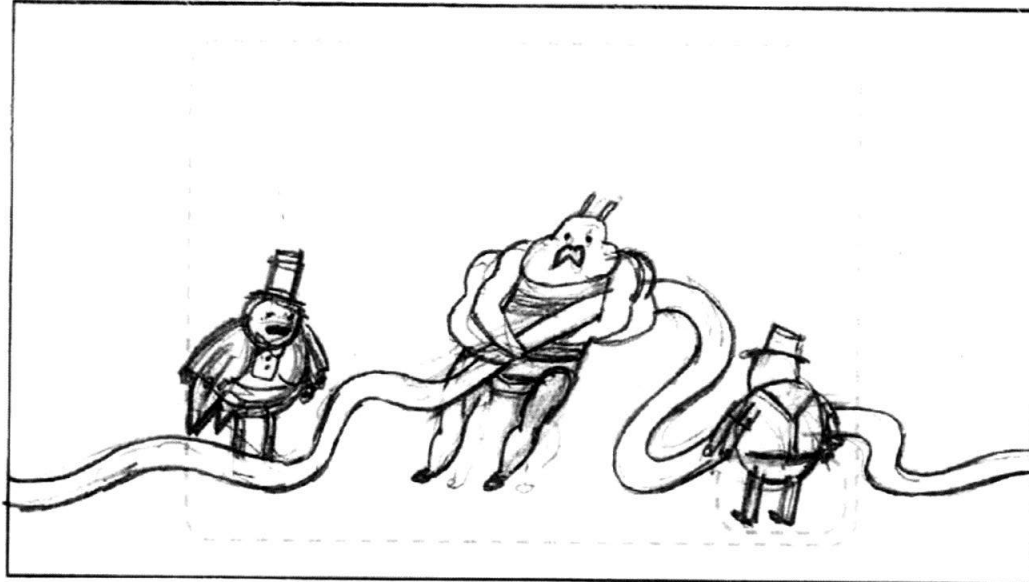


Page **454**

Sc. 169B *CONT* Pnl. B

Bg.

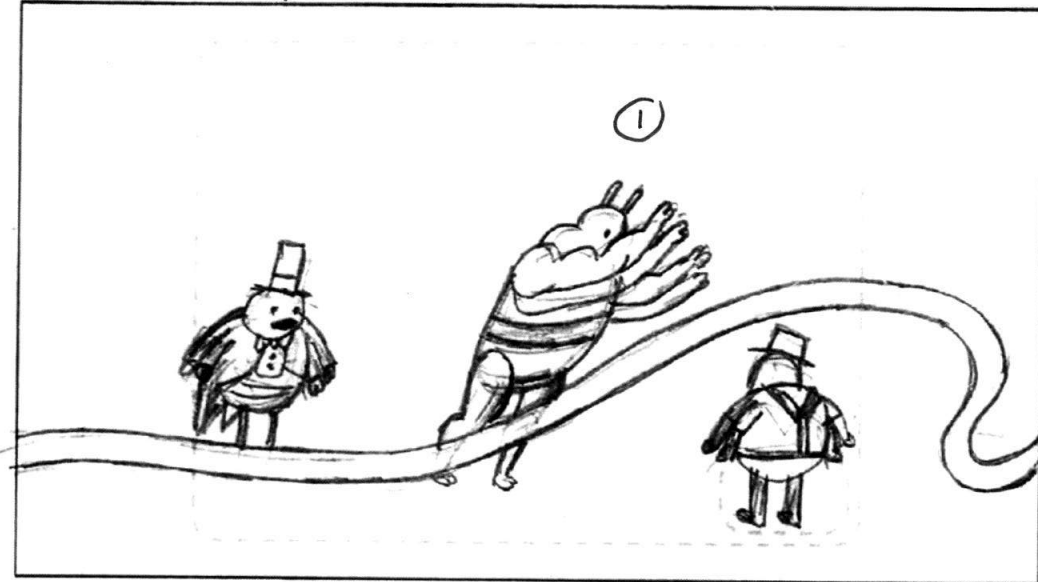
day night



Sc. 169B *CONT* Pnl. C

Bg.

day night



Dialog:

RINGMASTER: ...LIFT WITH YOUR
LEGS FIRST ...

Action:

MUSCLEMAN CONTINUES LIFTING AND
TOSSIN B.N. (REPEAT CYCLE.)

Timing:

RINGMASTER: ...THEN PUT YOUR BACK
INTO IT.



EPISODE #

Production :

1025/162

ADVENTURE TIME



Page **455**

Sc. 169B *CONT* Pnl. D

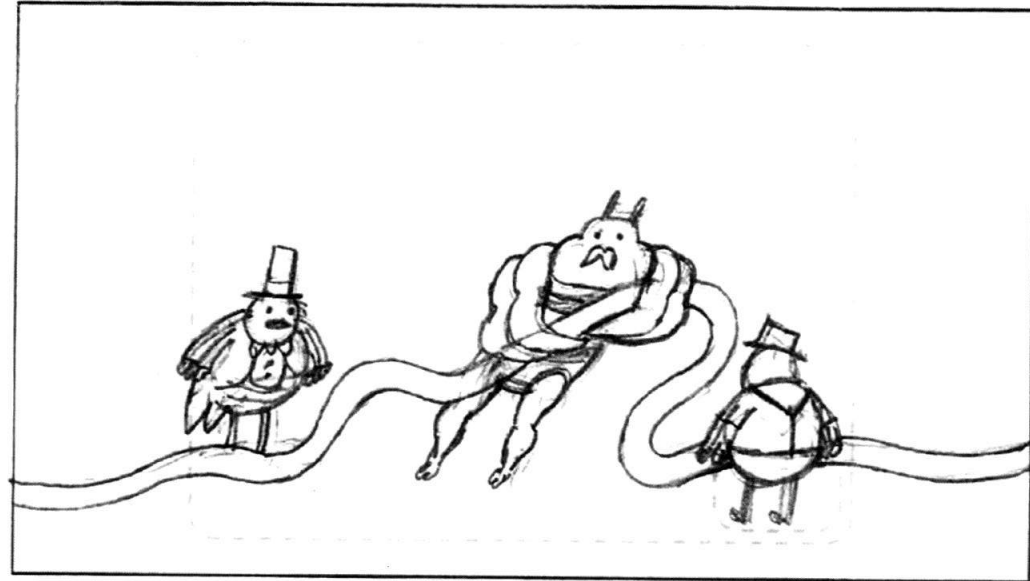
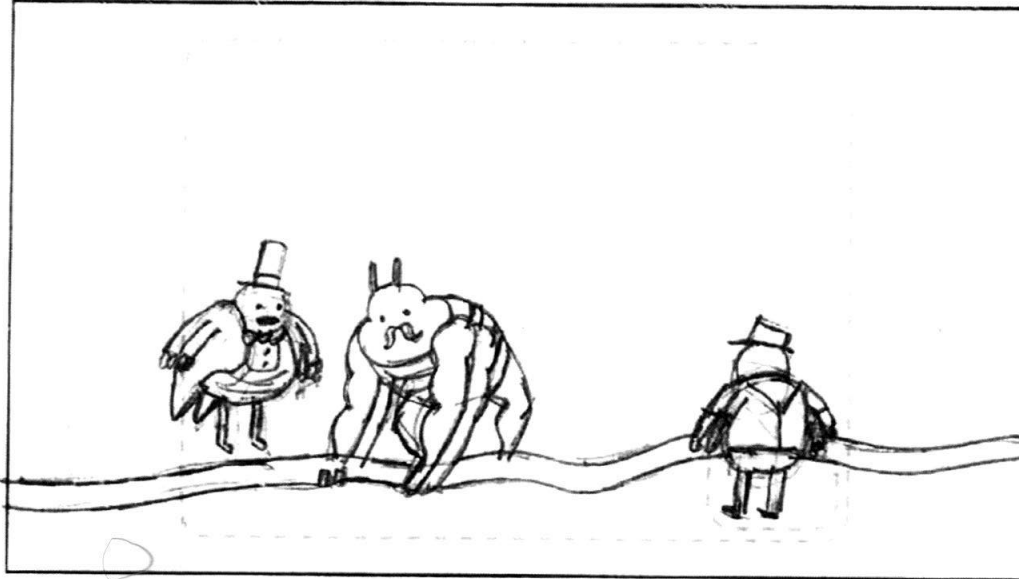
Bg.

day night

Sc. 169B *CONT* Pnl. E

Bg.

day night



EPISODE #

Dialog:

Action:

Timing:

DEC 13 2013

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 456

Sc. 169B *cont* Pnl. F

Bg.

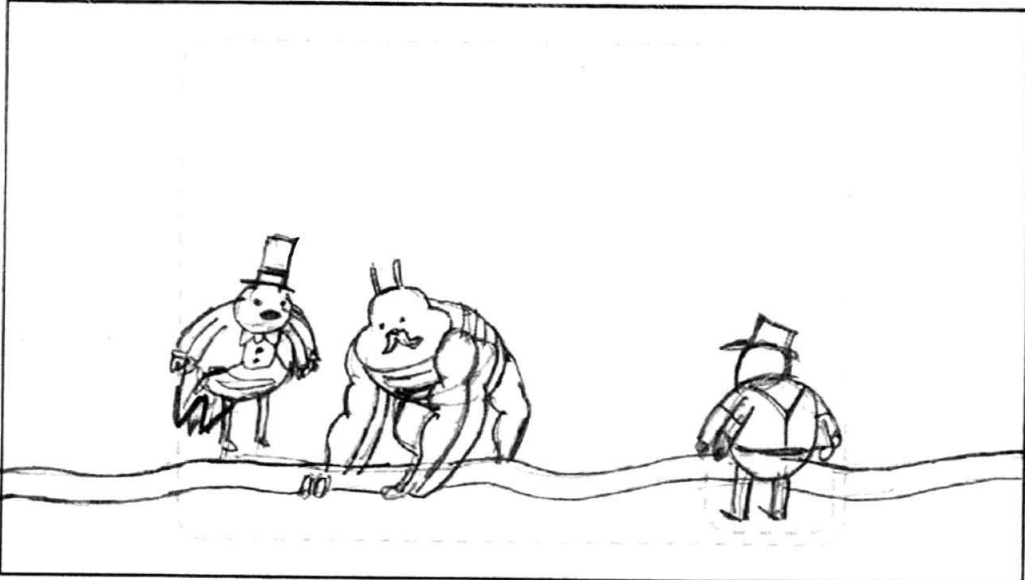
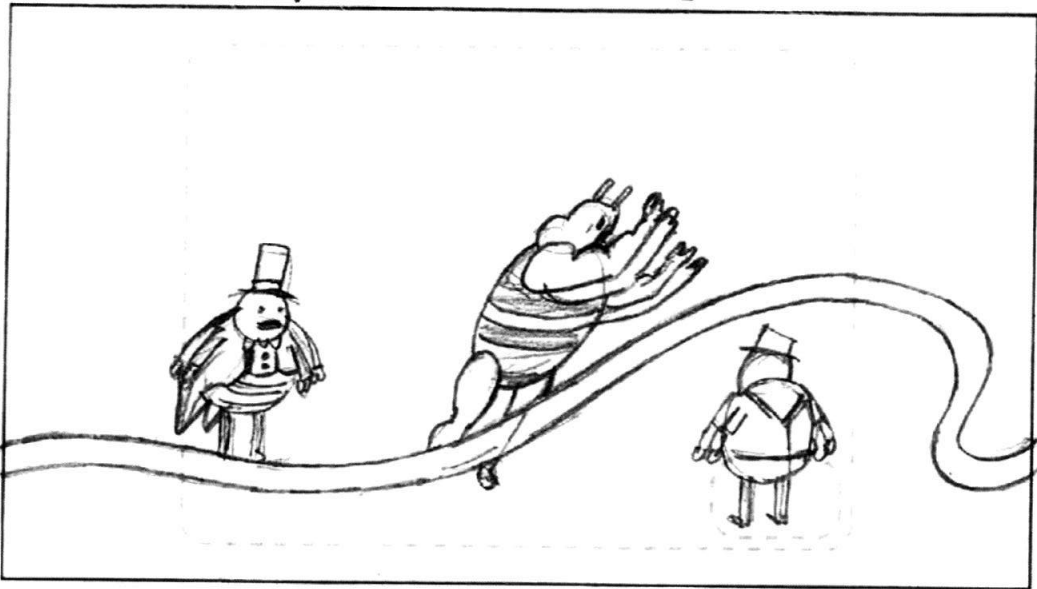
day night

Sc. 169B *cont*

Pnl. G

Bg.

day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page **457**

Sc. 169B *CONT* Pnl. H

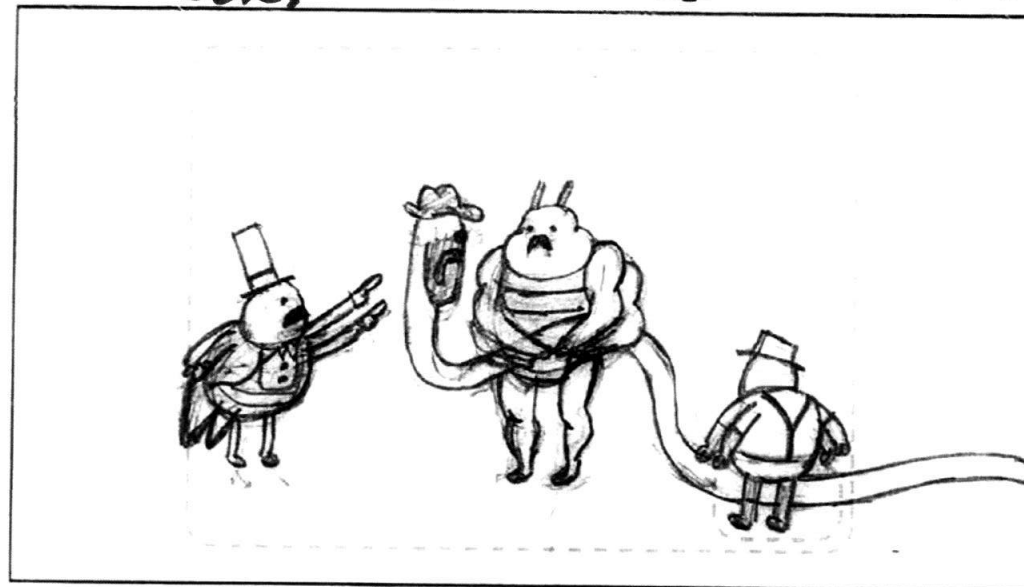
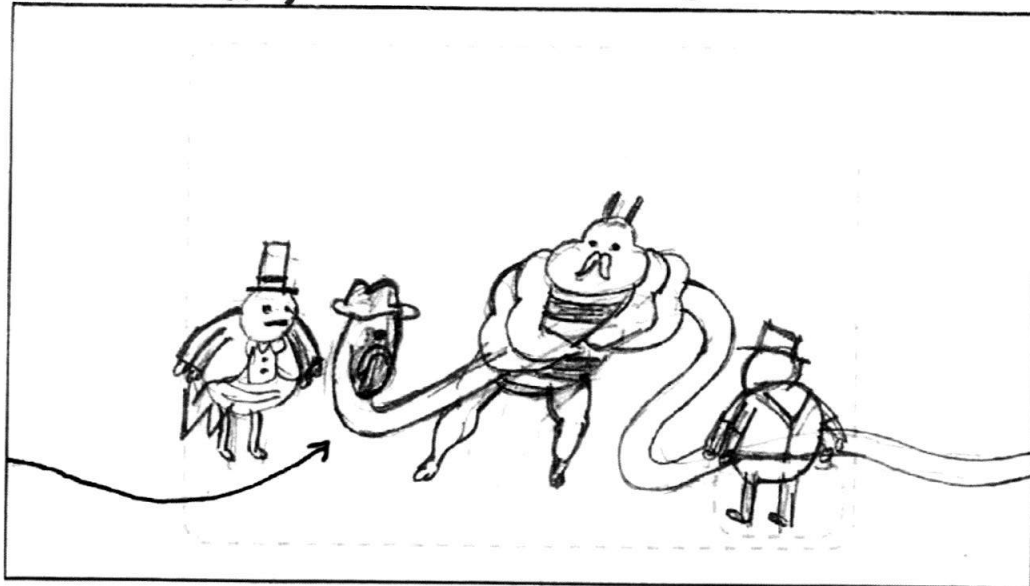
Bg.

day night

Sc. 169B *CONT* Pnl. I

Bg.

day night



Dialog:

RINGMASTER: THERE HE IS!

Action:

FINALLY THE FACE OF B.N. IS
PULLED IN.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



169B CONT.

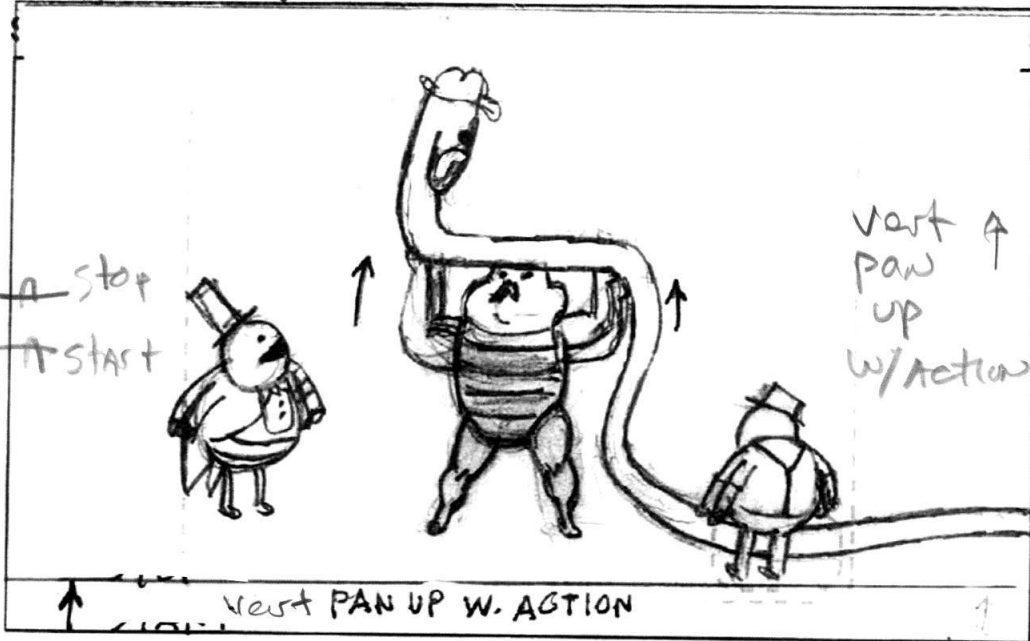
(K)

458

Sc. 169B CONT Pnl. J

Bg.

day night



S/A
(J) FIELD

A start
A stop
(K) Pose & FIELD

EPISODE #

RINGMASTER: GOTCHA!

SFX: WHAM!

Action: - MUSCLEMAN DOES A DRAMATIC 'PRESS' WITH B.N.
- PAN UP WITH MOVEMENT IF POSS.

MUSCLEMAN DUMPS B.N.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 459

Sc. 169B *CONT* Pnl. L

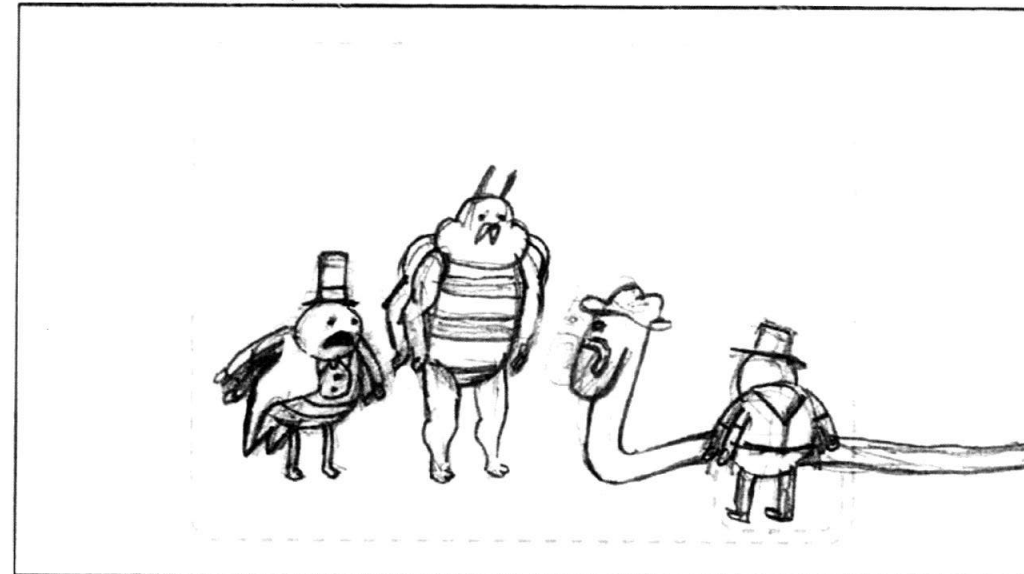
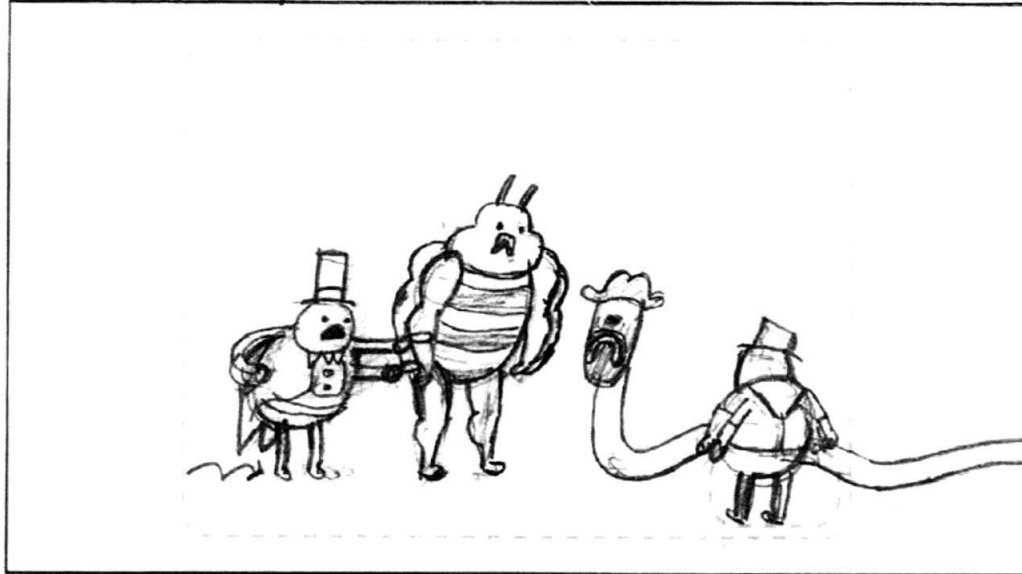
Bg.

day night

Sc. 169B *CONT* Pnl. M

Bg.

day night



EPISODE #

Dialog:

RINGMASTER: THOUGHT YOU COULD
SKIP OUT, EH? --
AND START YOUR
OWN CIRCUS!

RINGMASTER: I'LL SHOW YA...

Action:

RINGMASTER POINTS AT B.N.

DEC 13 2013

Timing:

Production :

1025/162

1025/162

ADVENTURE TIME



Page 460

Sc. 169B *CONT* Pnl. N

Bg.

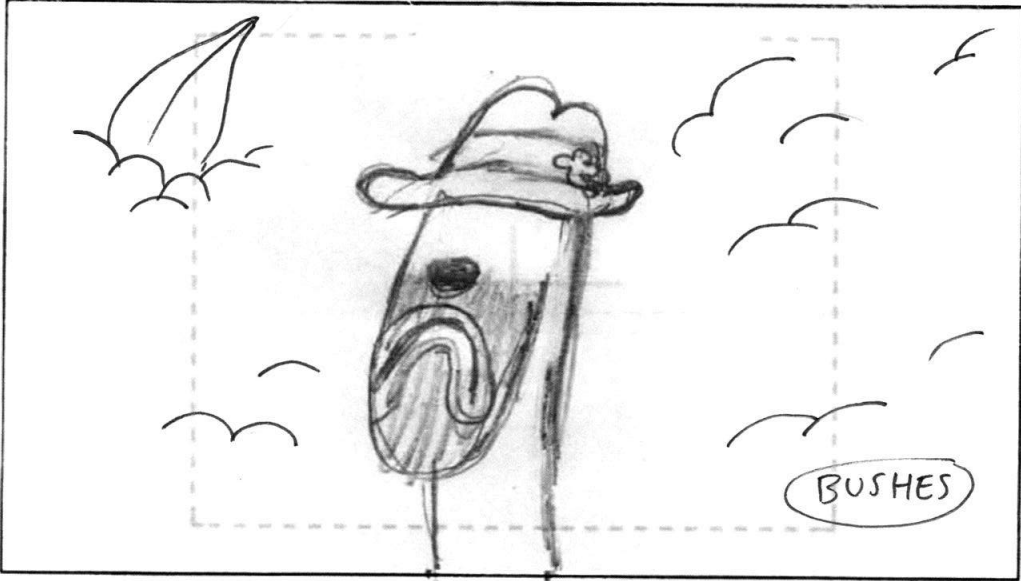
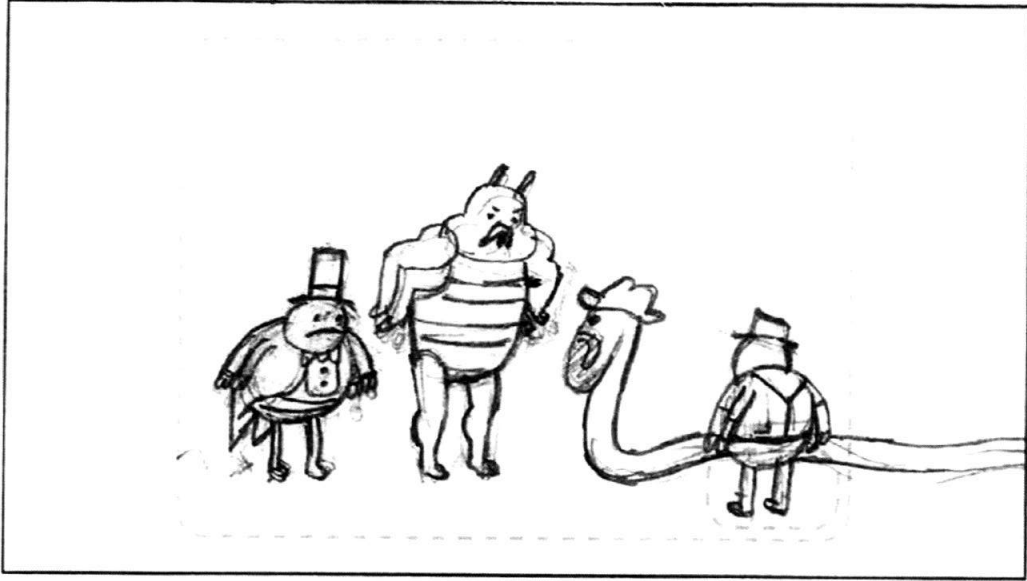
day night

Sc. 170

Pnl. A

Bg.

day night



Dialog:	<u>MUSCLEMAN</u> : YEAH --- YOU ...	<u>MUSCLEMAN</u> : YOU,,, AND YOUR ... (O.S.)
Action:	MUSCLEMAN SPEAKS FOR THE FIRST TIME.	CLOSE ON B.N. LOOKING SAP.
Timing:	DEC 13 2013	

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page **461**

Sc. 170 *CONT* Pnl. B

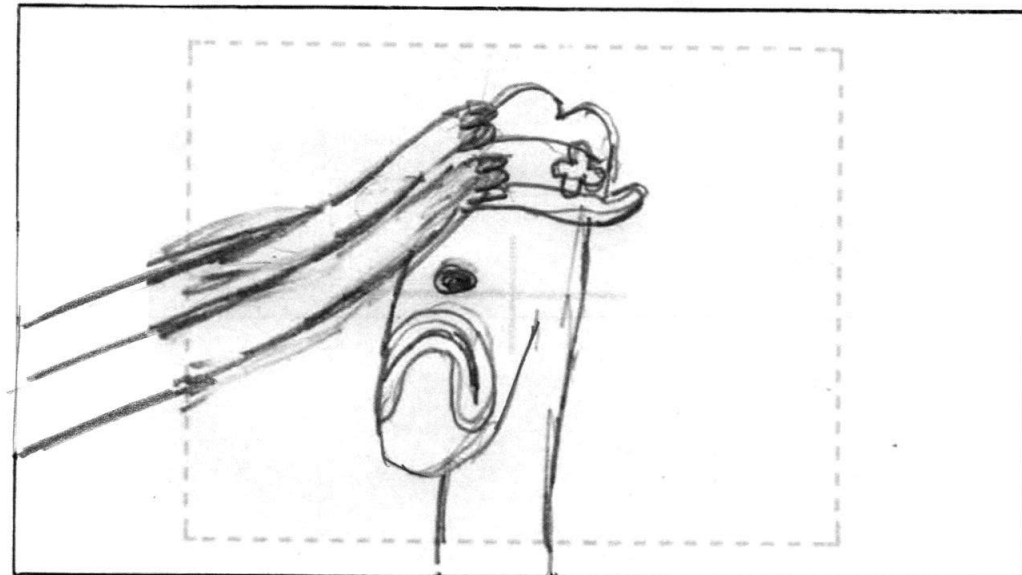
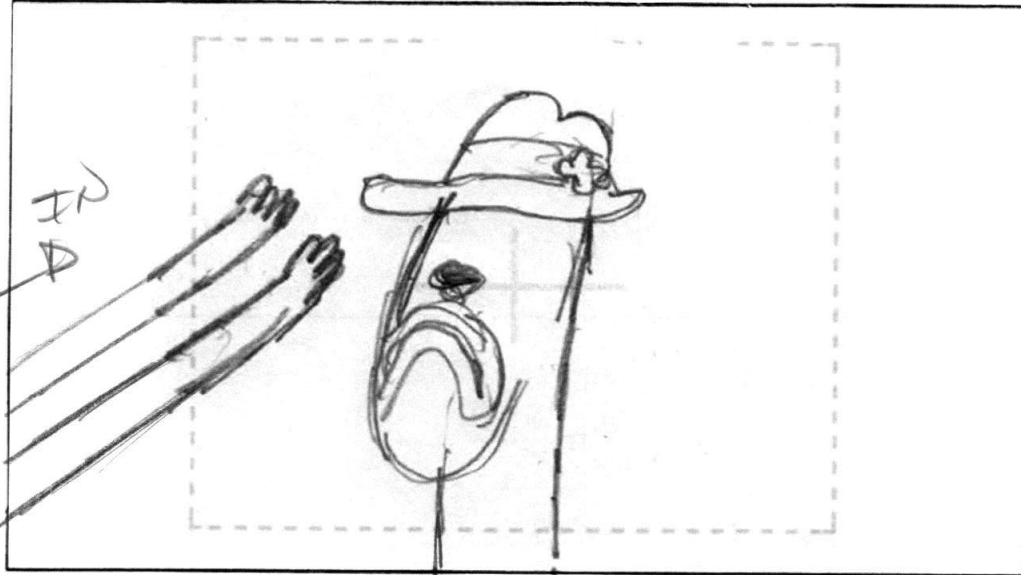
Bg.

day night

Sc. 170 *CONT* Pnl. C

Bg.

day night



Dialog:

MUSCLEMAN: ... GORNY CLOWN HAT! ...

Action: MUSCLEMAN'S ARMS COME IN.

MUSCLEMAN GRABS HAT.

DEC 13 2012

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

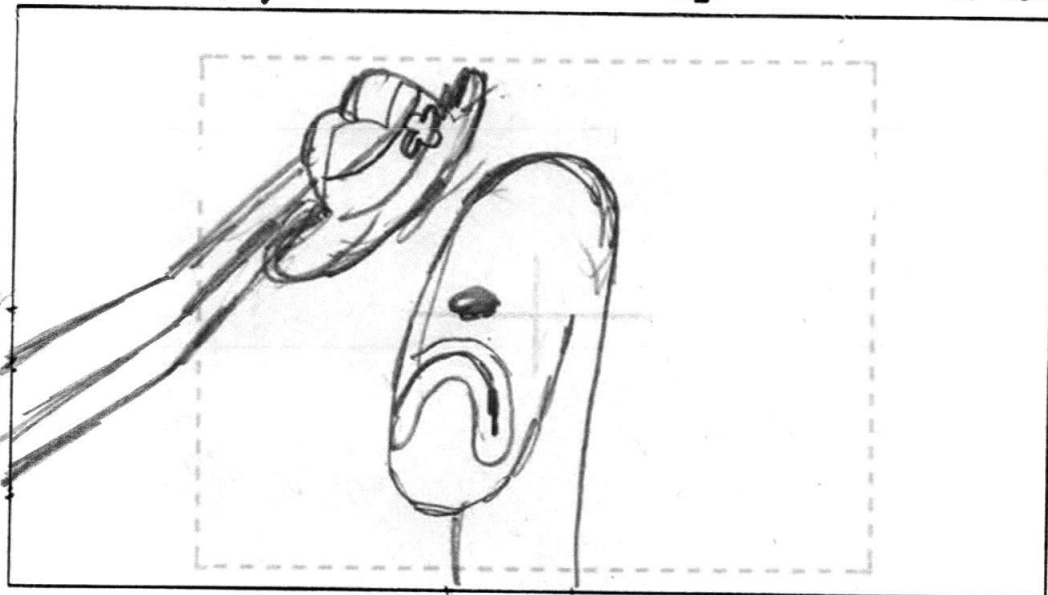


Page **462**

Sc. 170 *CONT* Pnl. D

Bg.

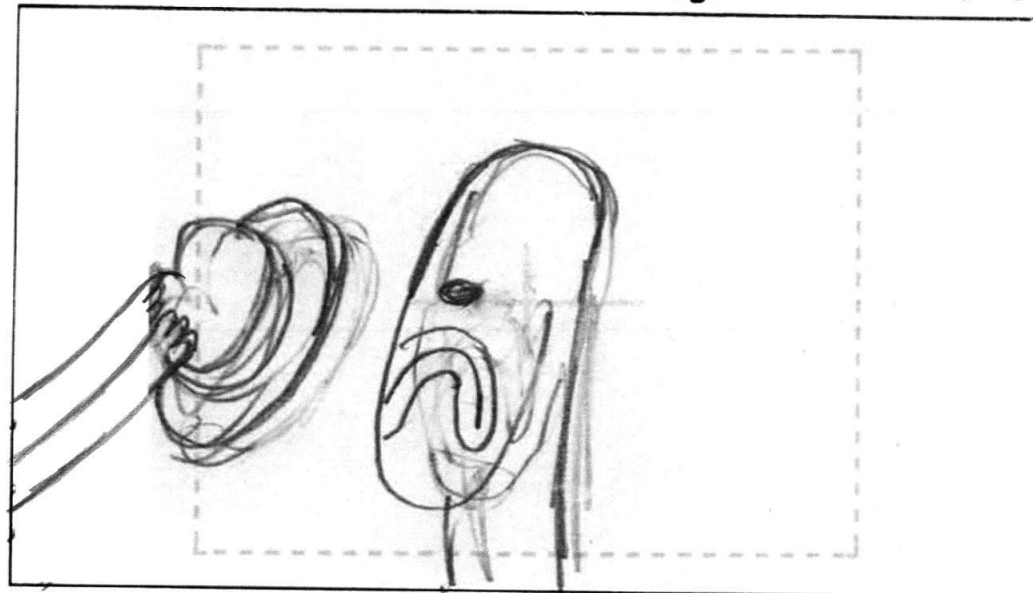
day night



Sc. 170 *CONT* Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME

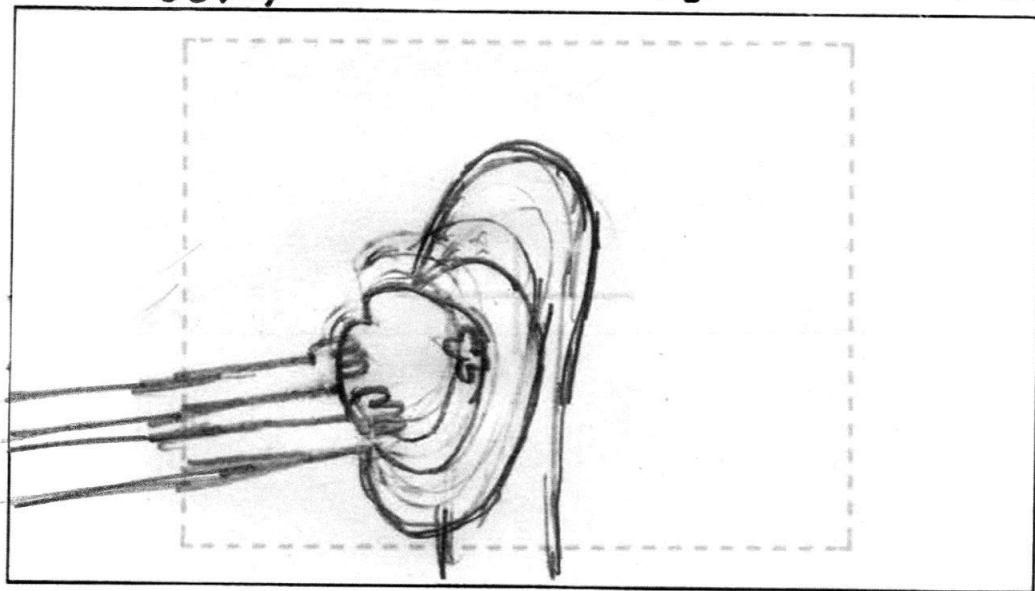


Page **463**

Sc. 170 *CONT* Pnl. F

Bg.

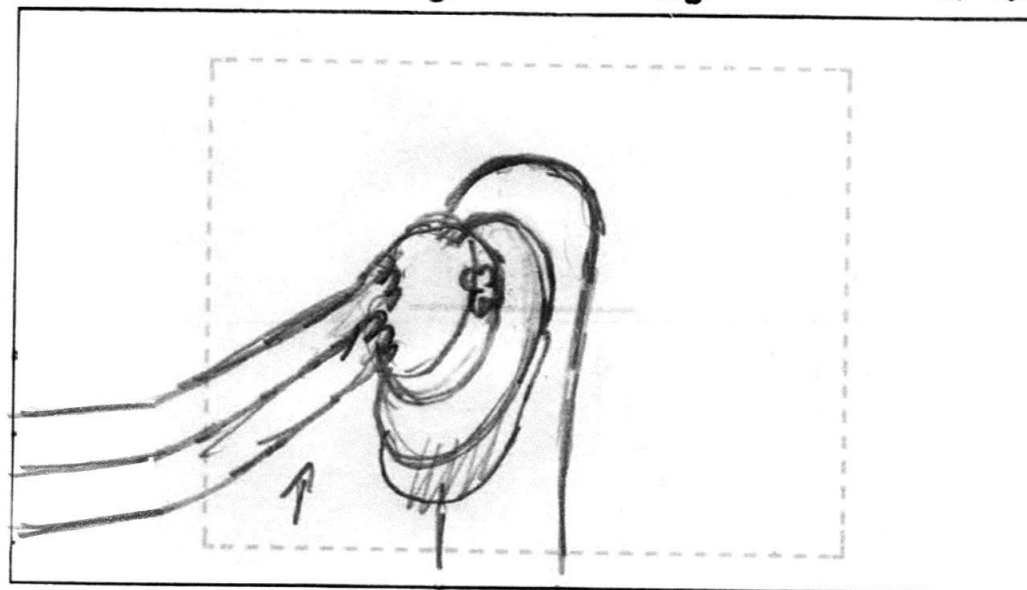
day night



Sc. 170 *CONT* Pnl. G

Bg.

day night



Dialog:

Action: **MUSCLEMAN SHOVES THE HAT INTO B.N.'S FACE, INSULTINGLY!**

MUSCLEMAN WIPES THE HAT AROUND B.N.'S FACE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

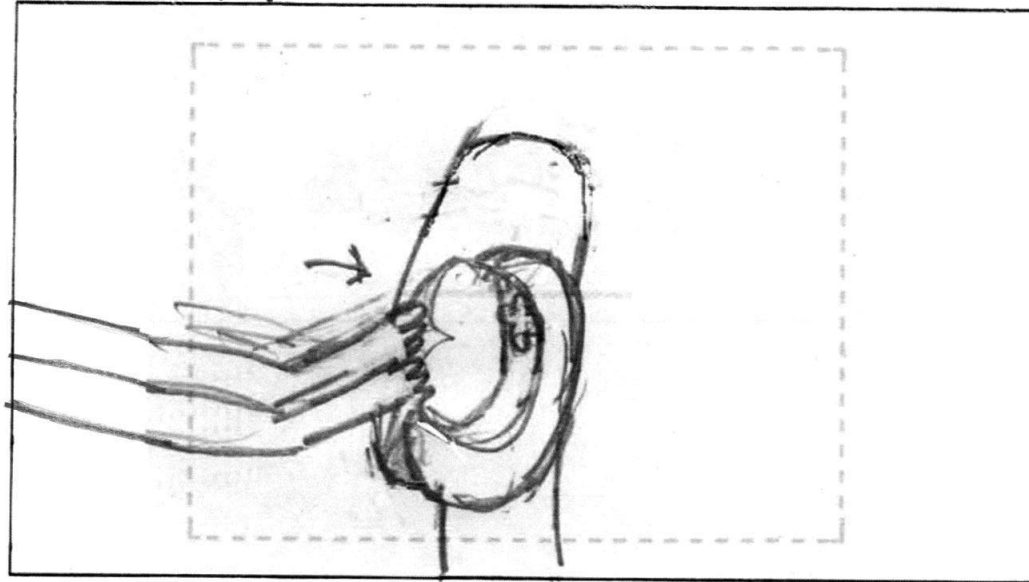


Page **464**

Sc. 170 *cont* Pnl. H

Bg.

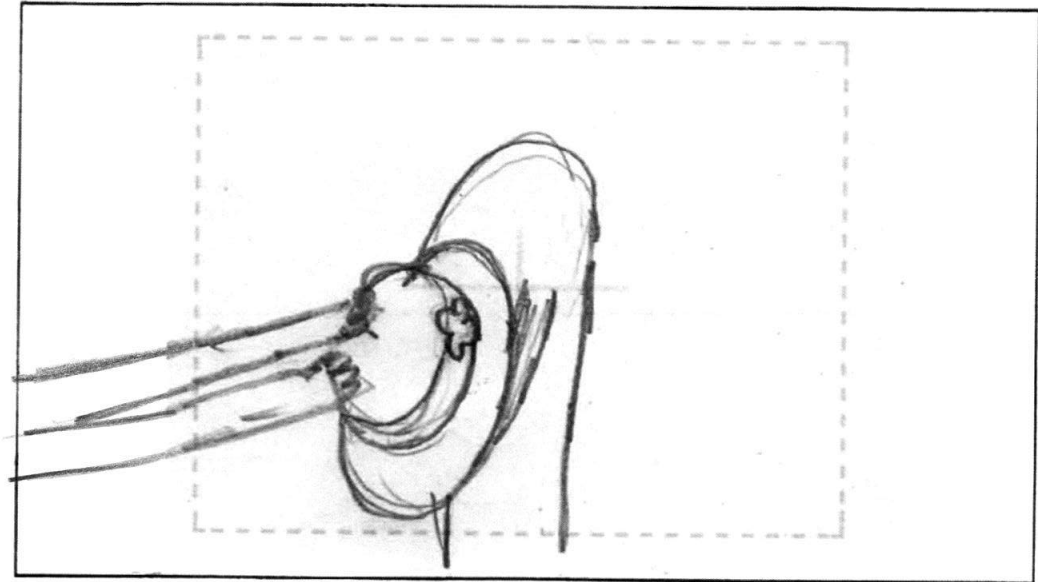
day night



Sc. 170 *cont* Pnl. I

Bg.

day night



Dialog:

Action: CONTINUE THE HAT WIPING B.N.'S
FACE (BROAD, SLOPPY MOVEMENT).
[THE STORYBOARD DRAWINGS ARE

Timing: TOO TIGHT.]

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

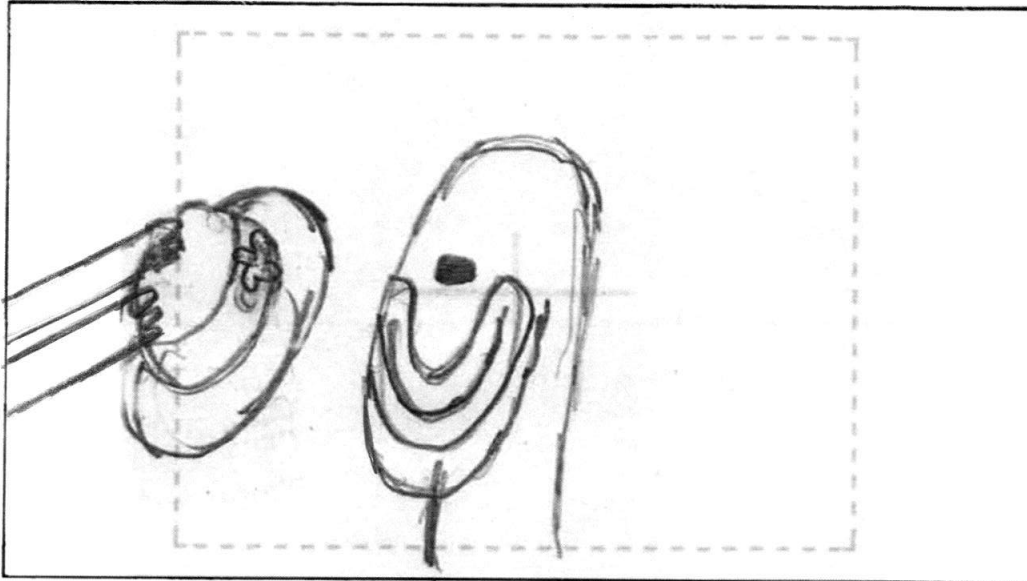


Page 465

Sc. 170 *CONT* Pnl. J

Bg.

day night

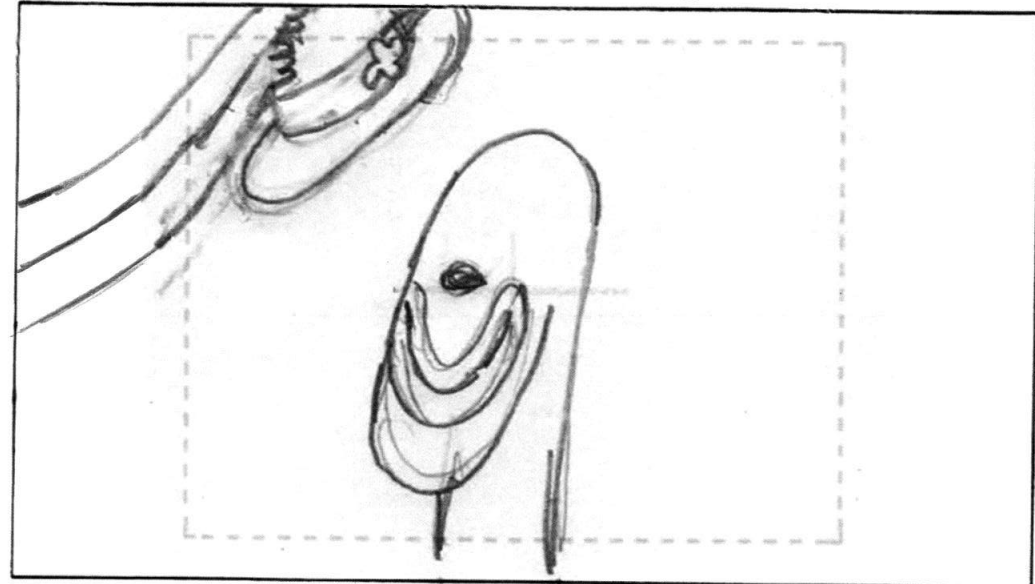


Sc. 170 *CONT*

Pnl. K

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

MUSCLEMAN PULLS THE HAT AWAY FROM B.N. ---
REVEALING A HAPPY SMILE ON B.N. !

Timing:

DEC 13 2011

1025/162

1025/162

ADVENTURE TIME



Page **466**

Sc. 170 *CONT* Pnl. L

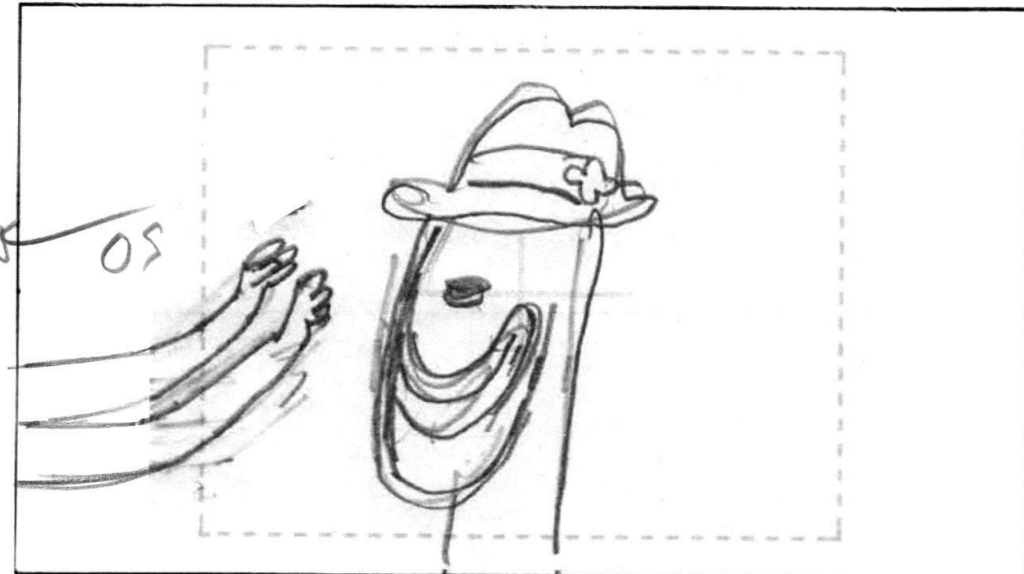
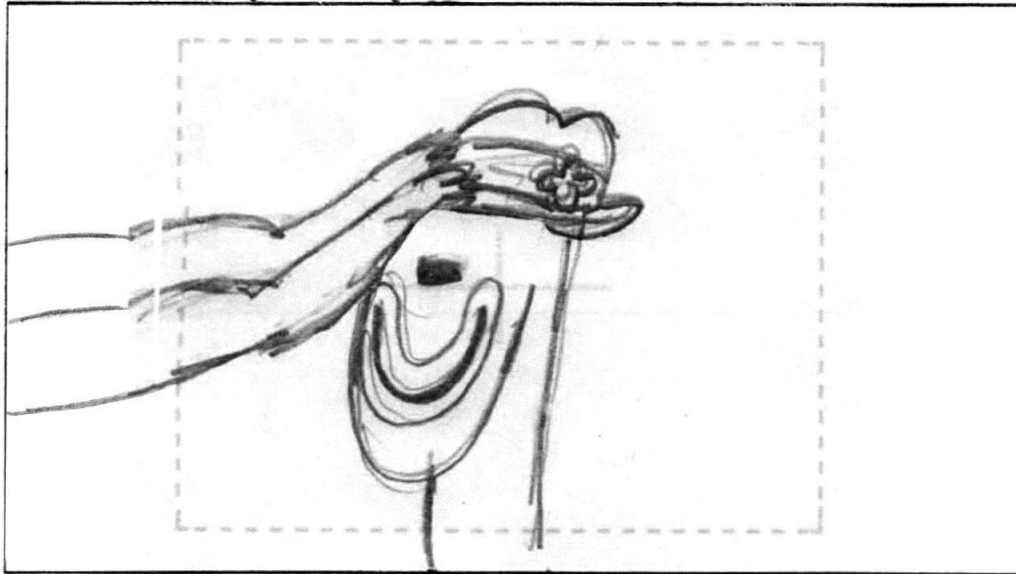
Bg.

day night

Sc. 170 *CONT* Pnl. M

Bg.

day night



Dialog:

Action:

MUSCLEMAN PLOPS HAT ONTO B.N.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

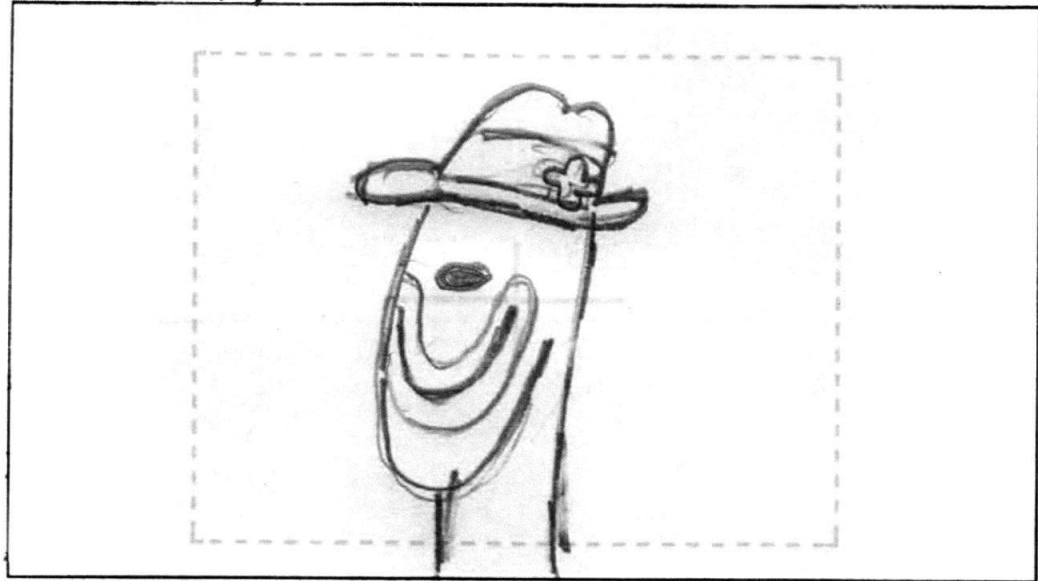


Page 467

Sc. 170 CONT Pnl. N

Bg.

day night

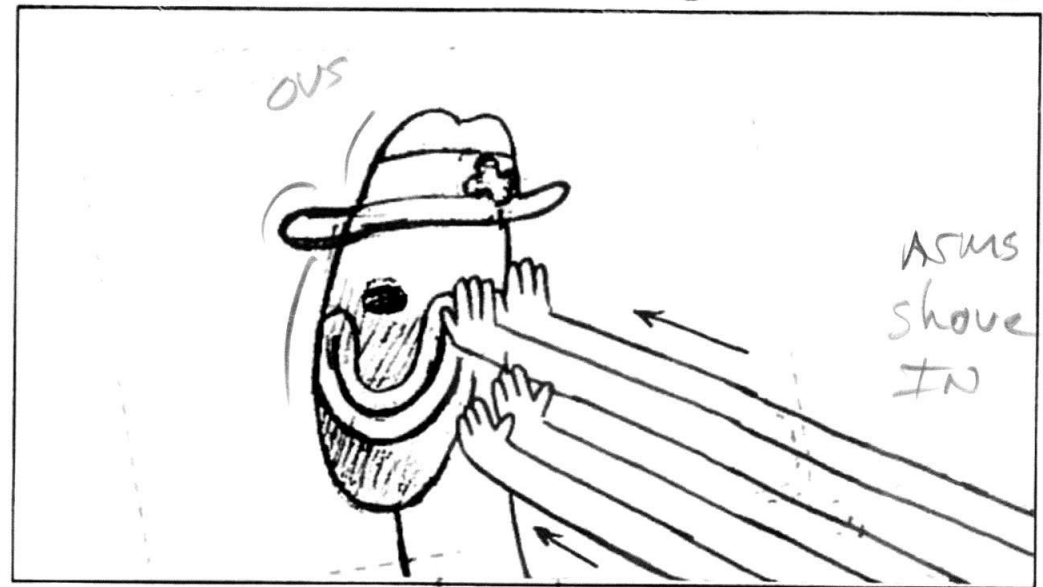


Sc. 170 CONT

Pnl. O

Bg.

day night



Dialog:

ROUSTABOUT (O.S.): YOU RAT!

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

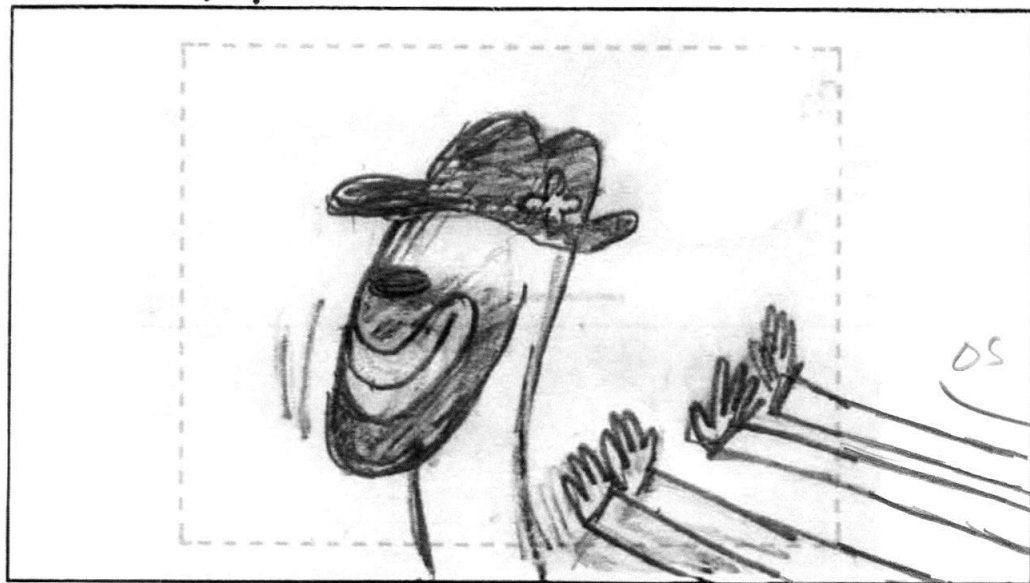


Page 468

Sc. 170 *CONT* Pnl. P

Bg.

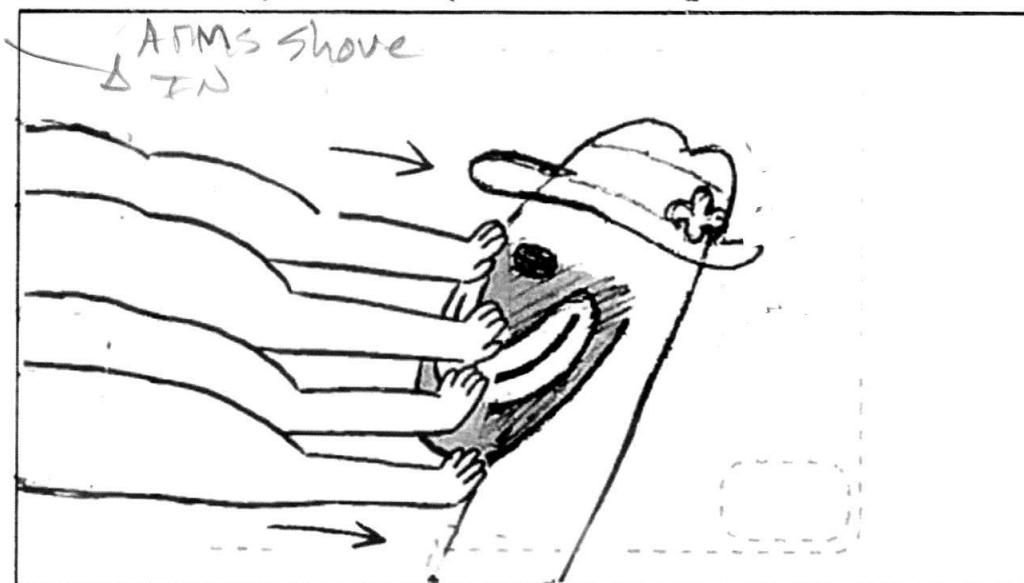
day night



Sc. 170 *CONT* Pnl. Q

Bg.

day night



Dialog:

MUSCLEMAN: YOU CREEP!
(O.S.)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

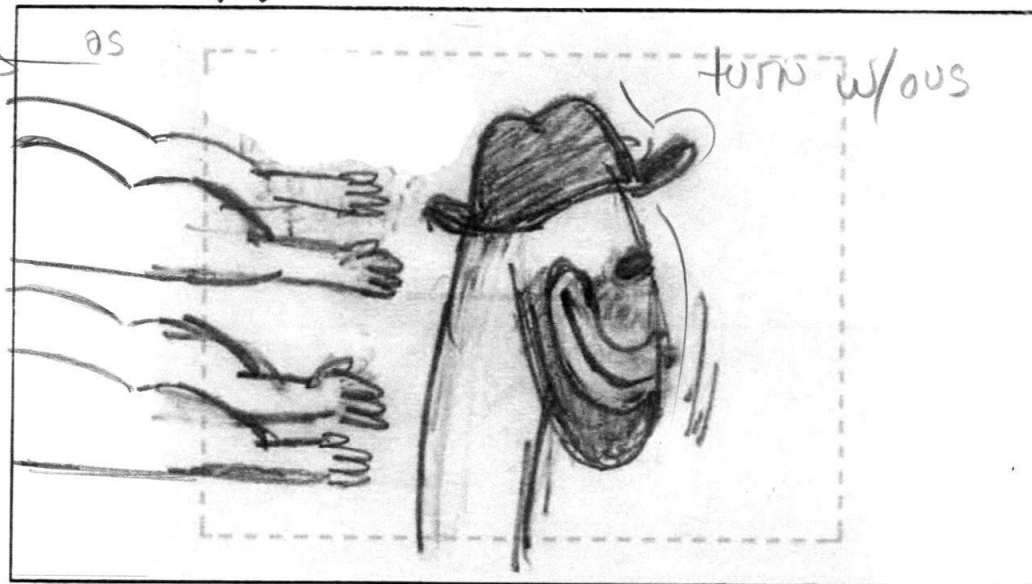


Page **469**

Sc. 170 *CONT* Pnl. R

Bg.

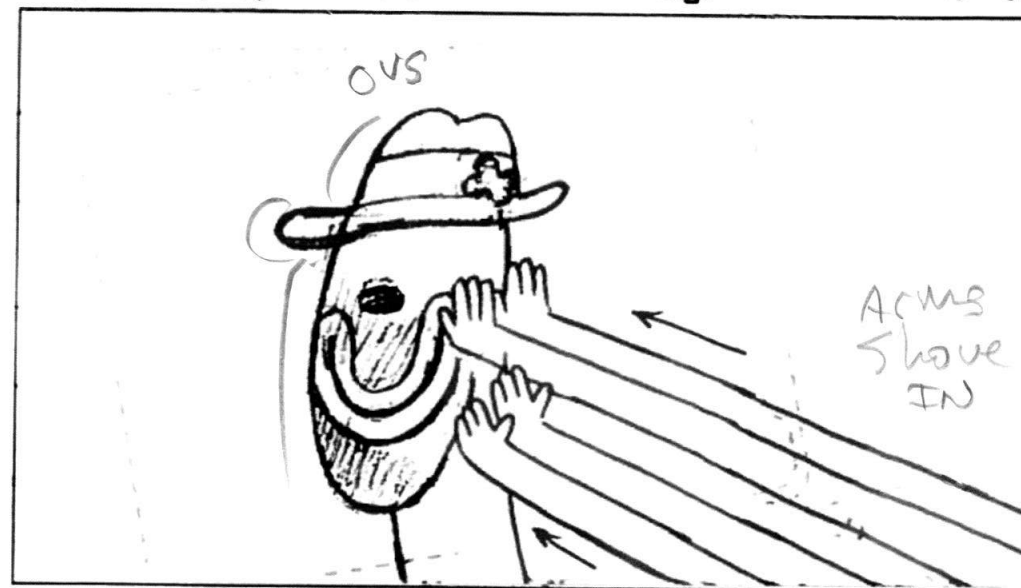
day night



Sc. 170 *CONT* Pnl. S

Bg.

day night



Dialog:

ROUSTABOUT: HEY, HE'S SMILING!
(O.S.)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

1025/163

1025/162

ADVENTURE TIME



Page 470
day night 470A NEXT

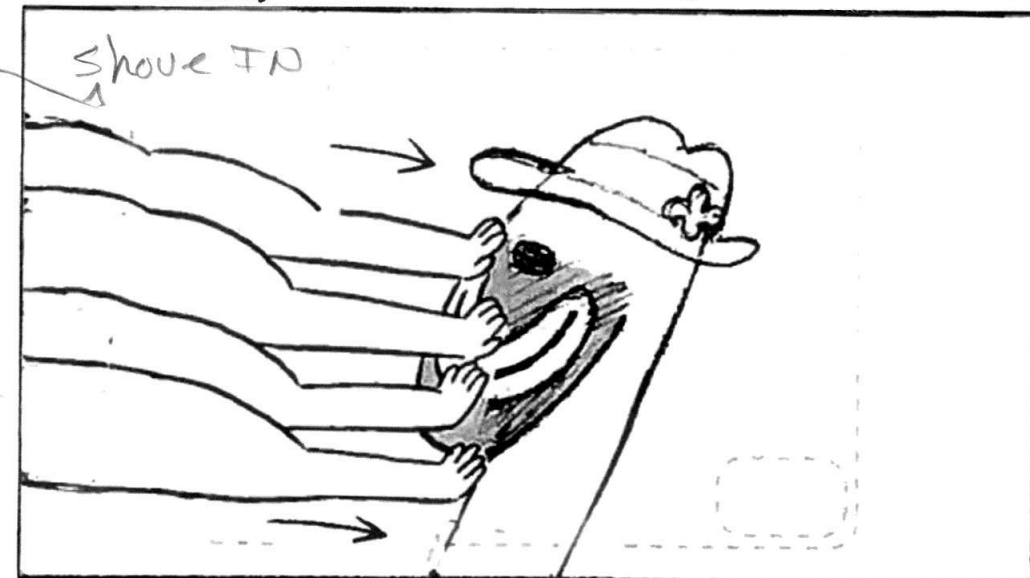
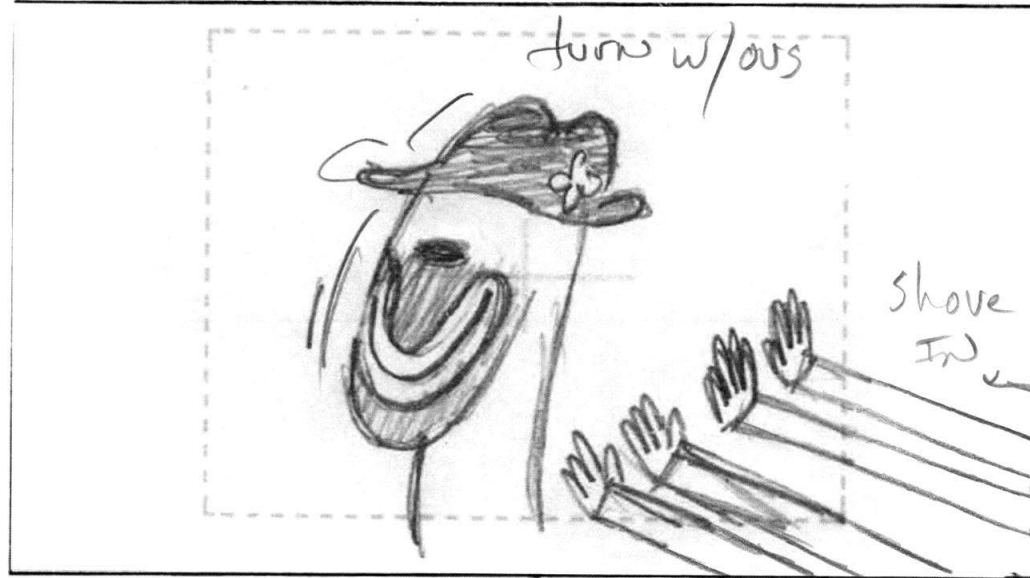
Sc. 170 CONT Pnl. T

Bg.

day night

Sc. 170 CONT Pnl. U

Bg.



Dialog:

MUSCLEMAN: WHAT'S SO FUNNY?
(0.5.)

Action:

Timing:

DEC 13 2013.

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Sc.170

cont

Pnl.V

Bg.

day night

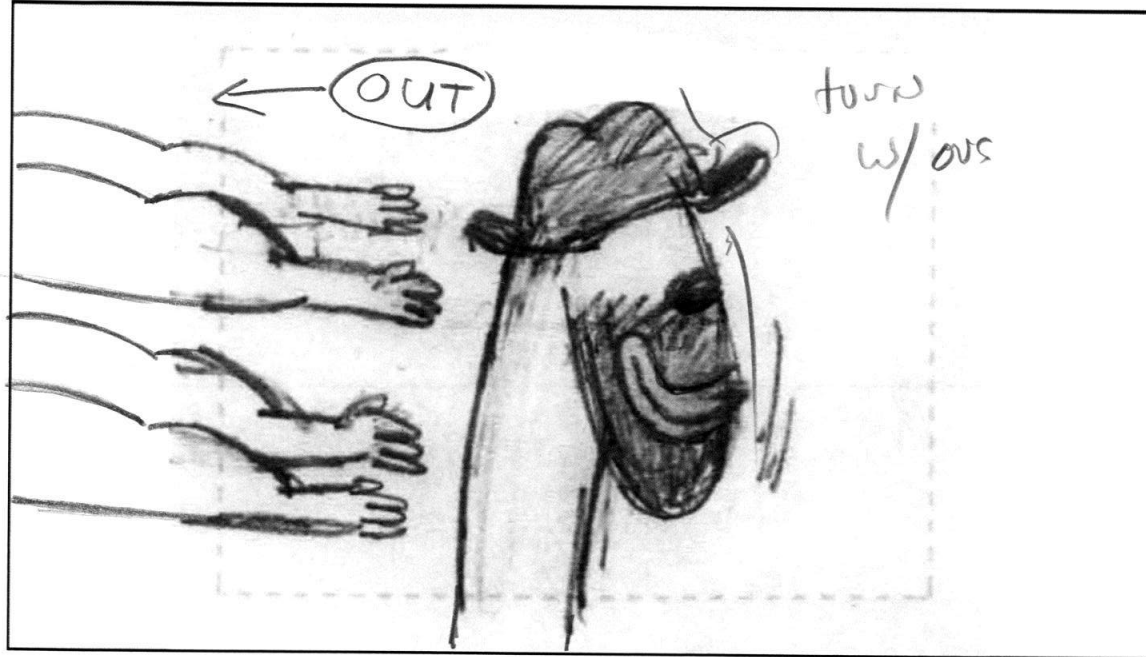
Sc.171

Pnl.A

Bg.

Page 470A

47/NEXT
day night



Dialog:

ROUSTABOUT (O.S.): WHAT'S THE BIG JOKE?

Action:

A SHOT OF TREES, LOOKING UP A BIT AT THE SKY BEYOND.

Timing:

DEC 13 2015

EPISODE #

1025/162

Production :

1025/162

ADVENTURE TIME



NO SC
172

Page 471

Sc. 171 *cont* Pnl. B Bg. day night



Sc. 171 *cont* Pnl. C Bg. day night



Dialog:	
Action:	<p>RAYS OF SUN SHINE THROUGH THE TREES.</p> <p>MORE RAYS OF SUN SHINE, AS MORNING BEGINS!</p>
Timing:	

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



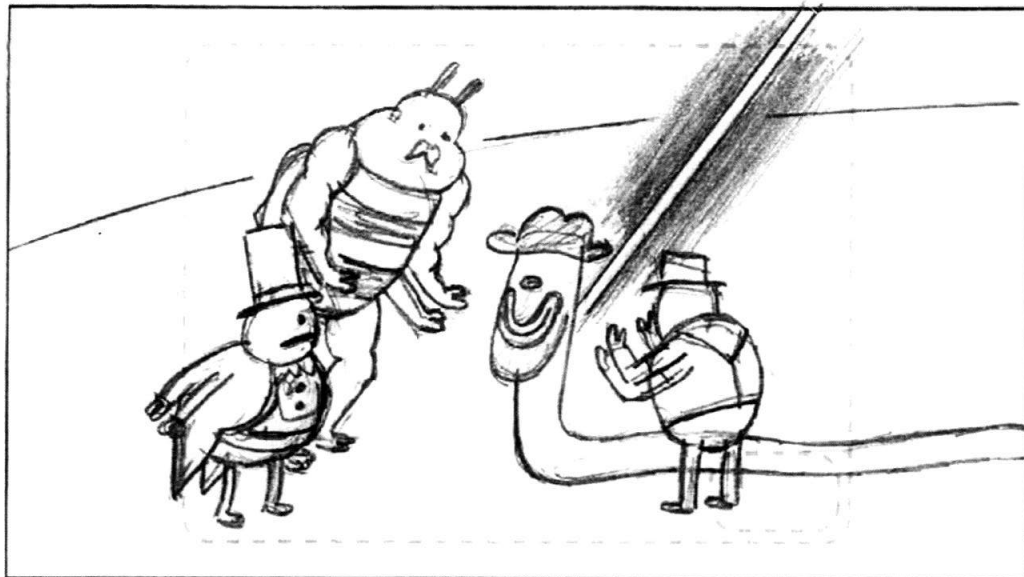
Page 472

Sc. 173

Pnl. A

Bg.

day night

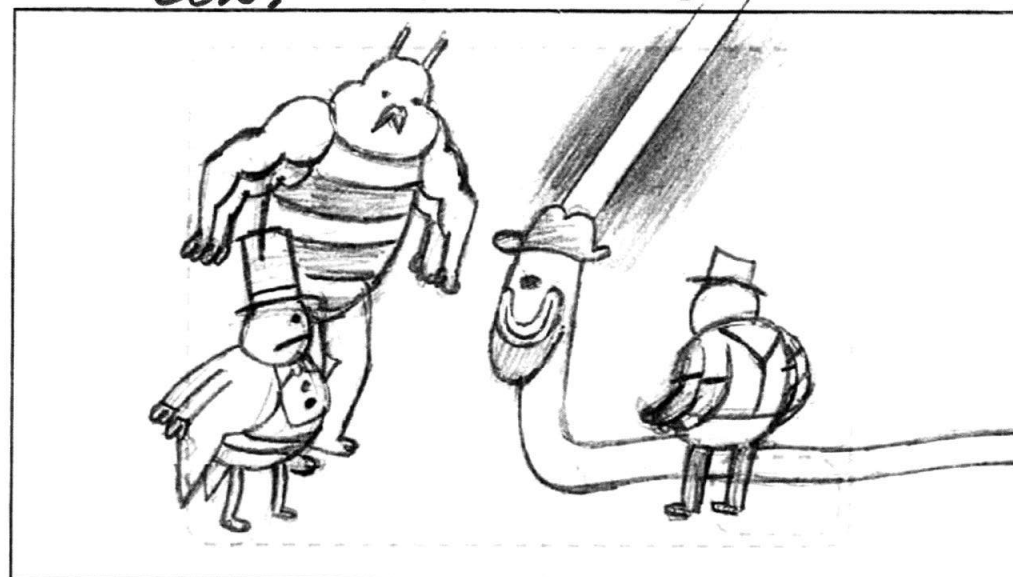


Sc. 173 *CONT*

Pnl. B

Bg.

day night



EPISODE #

Production :

Dialog:

Action: A RAY OF SUNLIGHT IS SHINING ON B.N.

THE RAY OF SUNLIGHT BECOMES LARGER AS IT MOVES UP TO B.N.'S HEAD.

Timing:

DEC 13 2013

1025/162

1025/162

ADVENTURE TIME

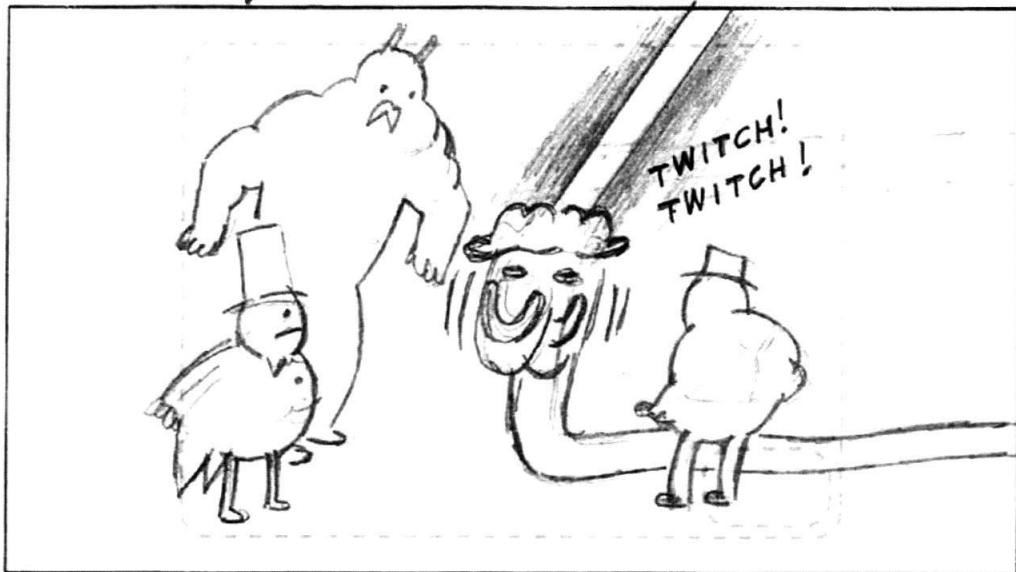


Page **473**

Sc. 173 *cont* Pnl. C

Bg.

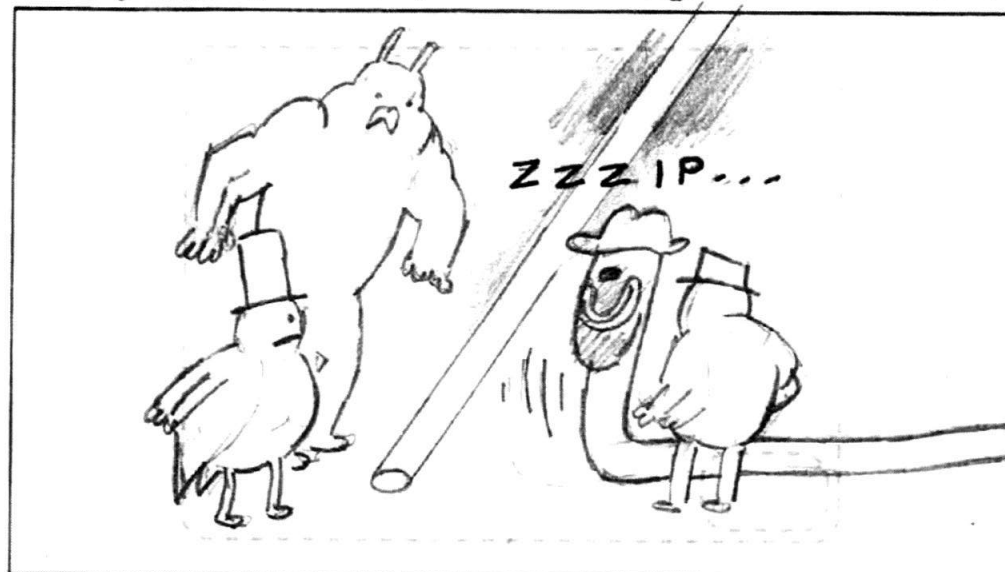
day night



Sc. 173 *cont* Pnl. D

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. TWITCHES MAGICALLY
A COUPLE OF TIMES.

B.N. BEGINS TO ZIP BACKWARDS, LIKE A
RETRACTING TAPE-MEASURE.
(NOT TOO FAST AT FIRST... KIND OF SLOW.)

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **474**

Sc. 173 *CONT* Pnl. E

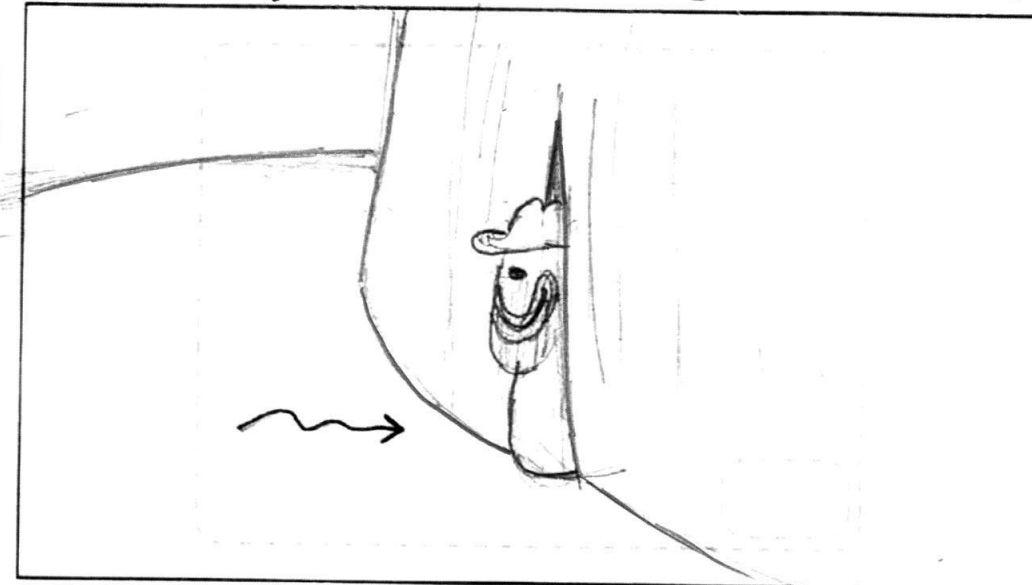
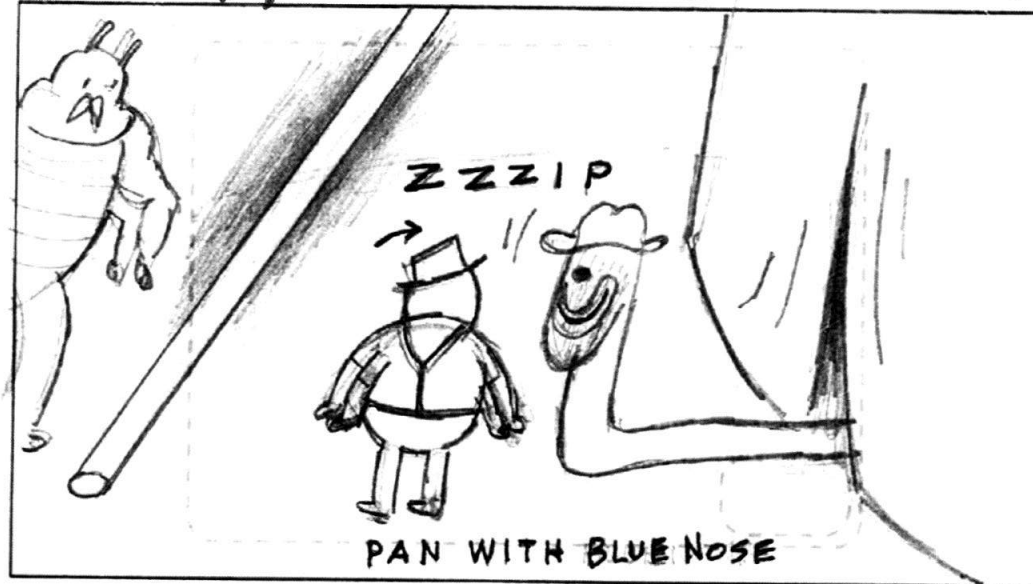
Bg.

day night

Sc. 173 *CONT* Pnl. F

Bg.

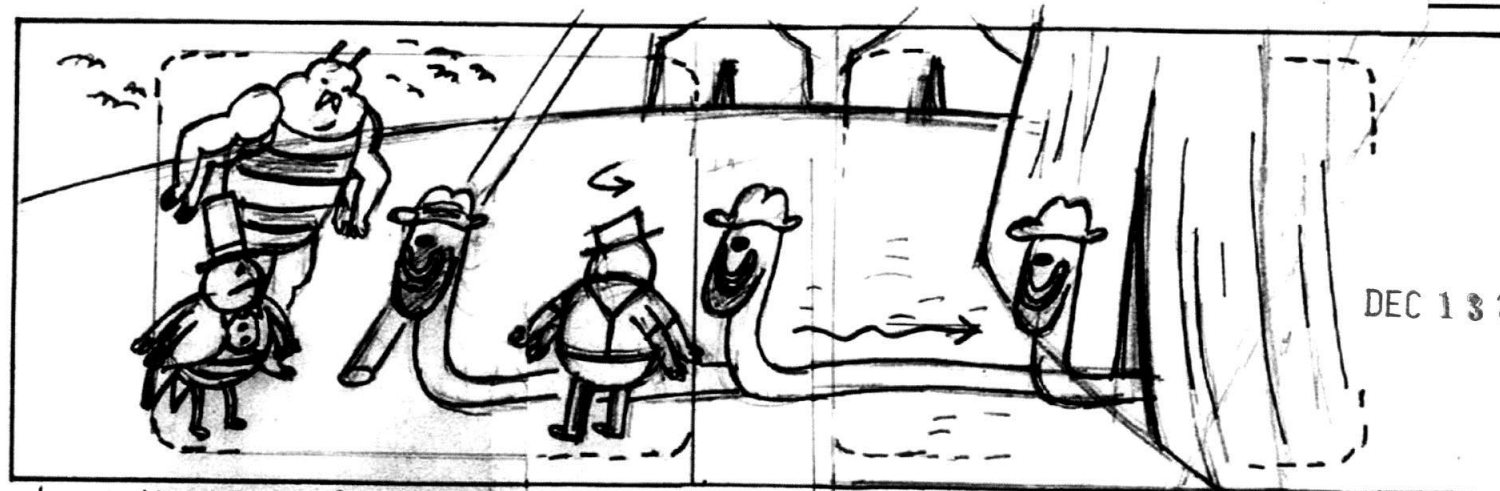
day night



Dialog:

Action: - B.N. ZIPS AWAY FROM THE OTHER CHARACTERS.
- PAN W. B.N.

Timing:



LAYOUT FOR SC. 173

(THIS IS A BIT OF A FAKE... THE CHARACTERS FARTHER FROM THE TENT THAN IN SC. 168.)

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

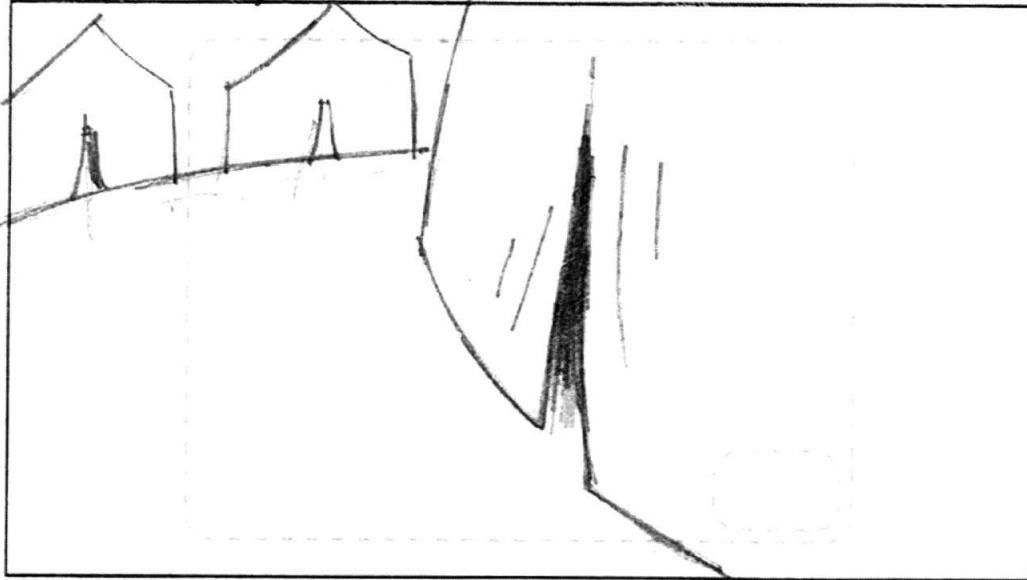


Page 475

Sc. 173 *CONT* Pnl. G

Bg.

day night

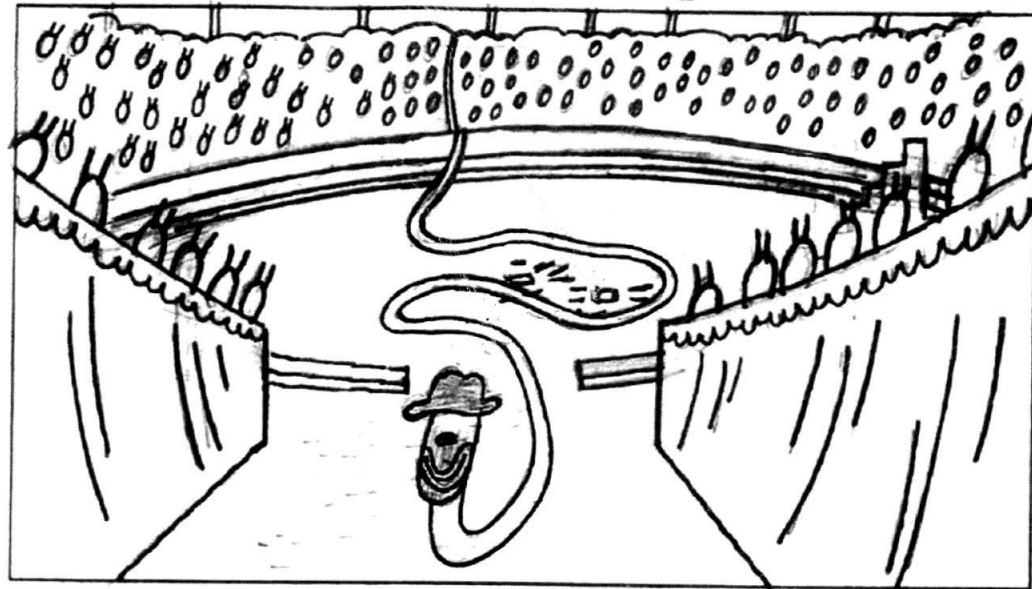


Sc. 174

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS BACK INTO TENT, PICKING UP SPEED.

Timing:

DEC 13 2013

EPISODE #

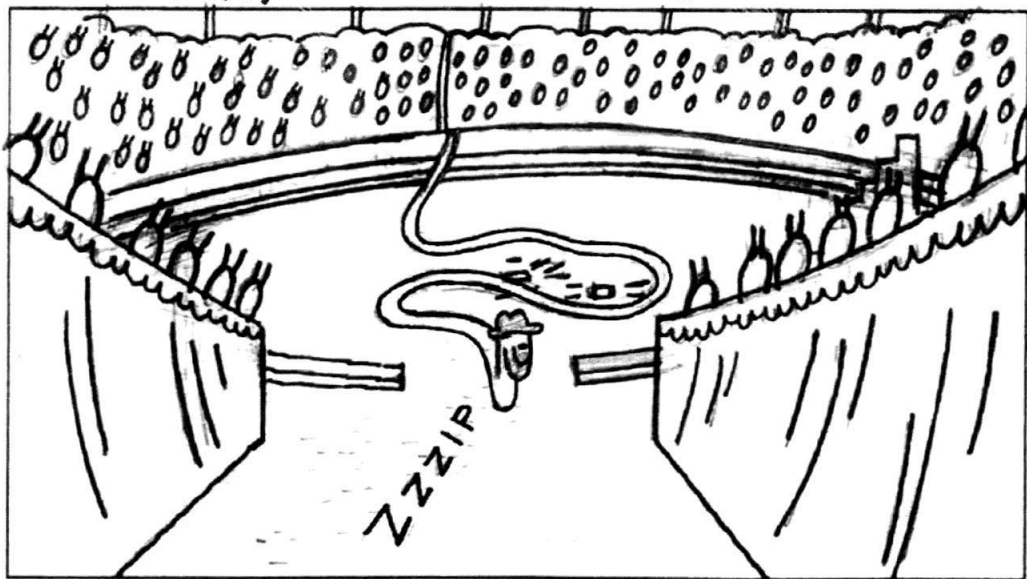
Production :

ADVENTURE TIME

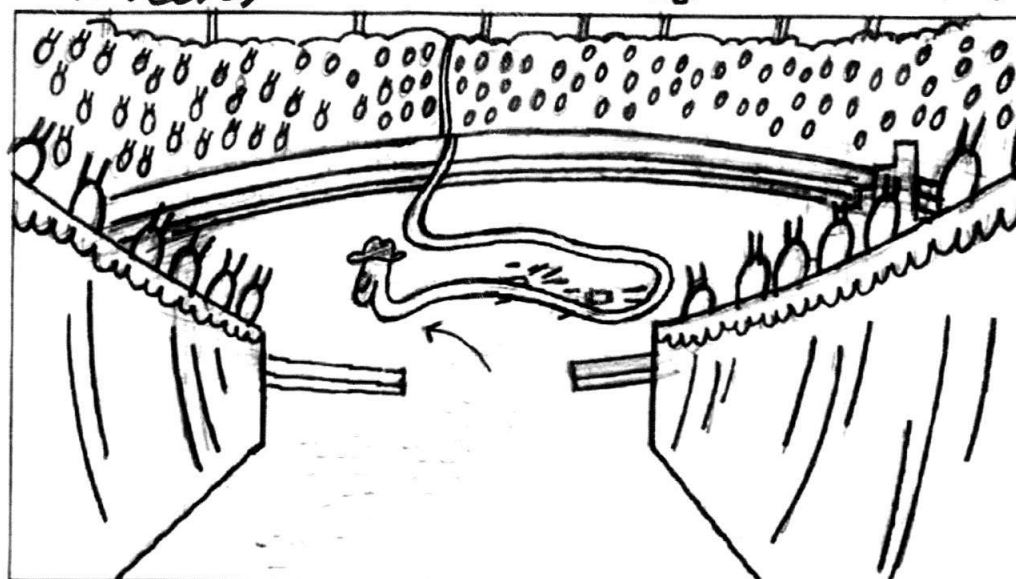


Page 476

Sc. 174 *cont* Pnl. B Bg. day night



Sc. 174 *cont* Pnl. C Bg. day night



Dialog:

Action:

Timing:

DEC 13 2013

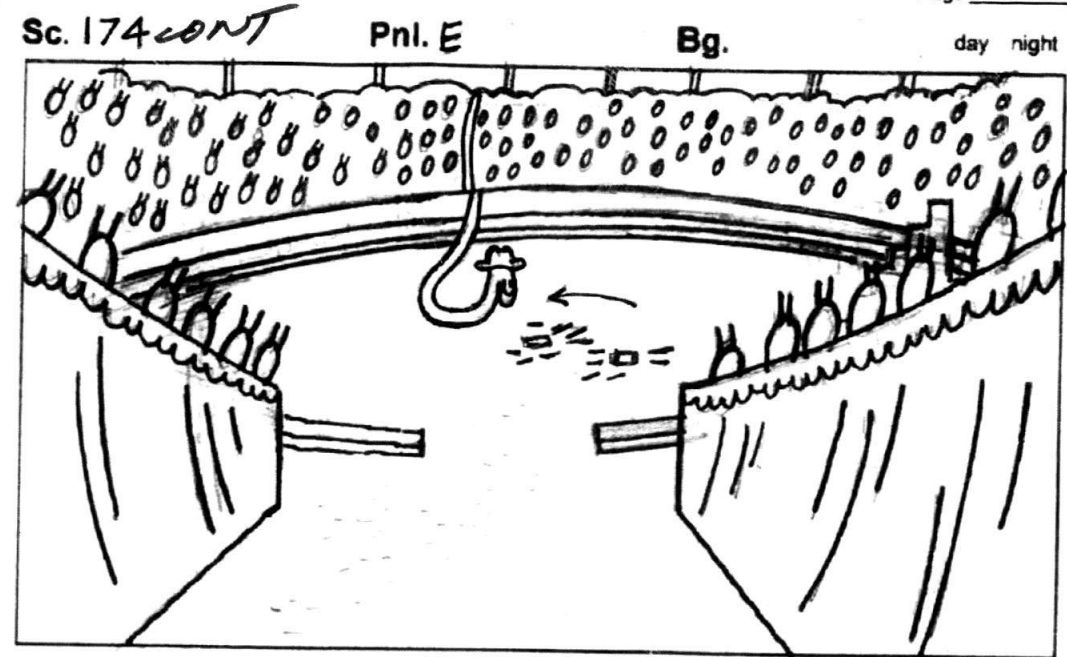
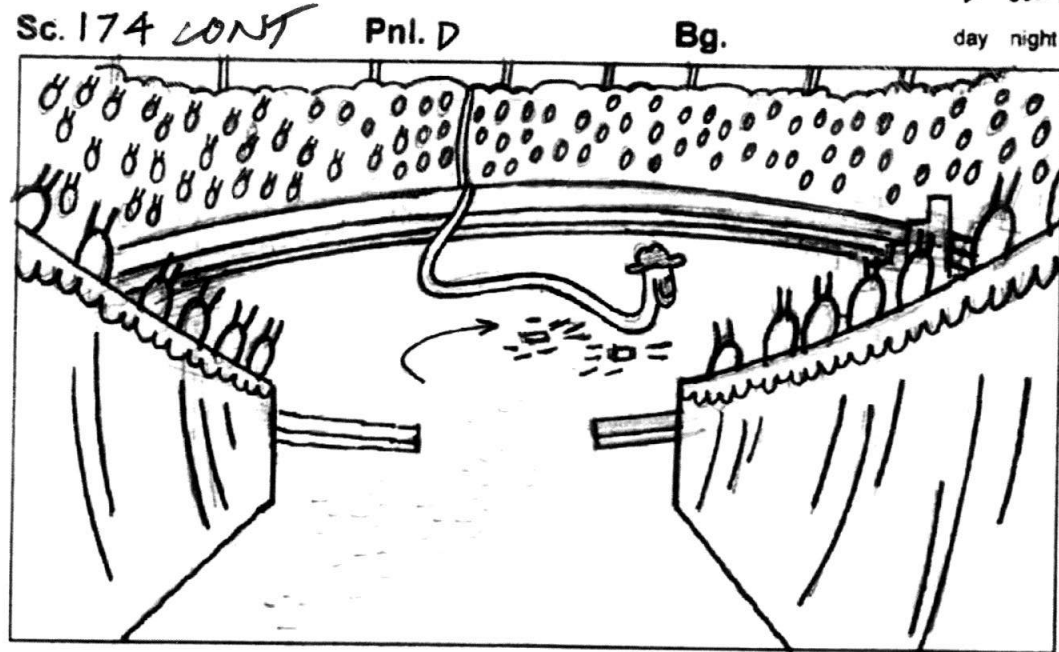
EPISODE #

Production :

ADVENTURE TIME



Page 477



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

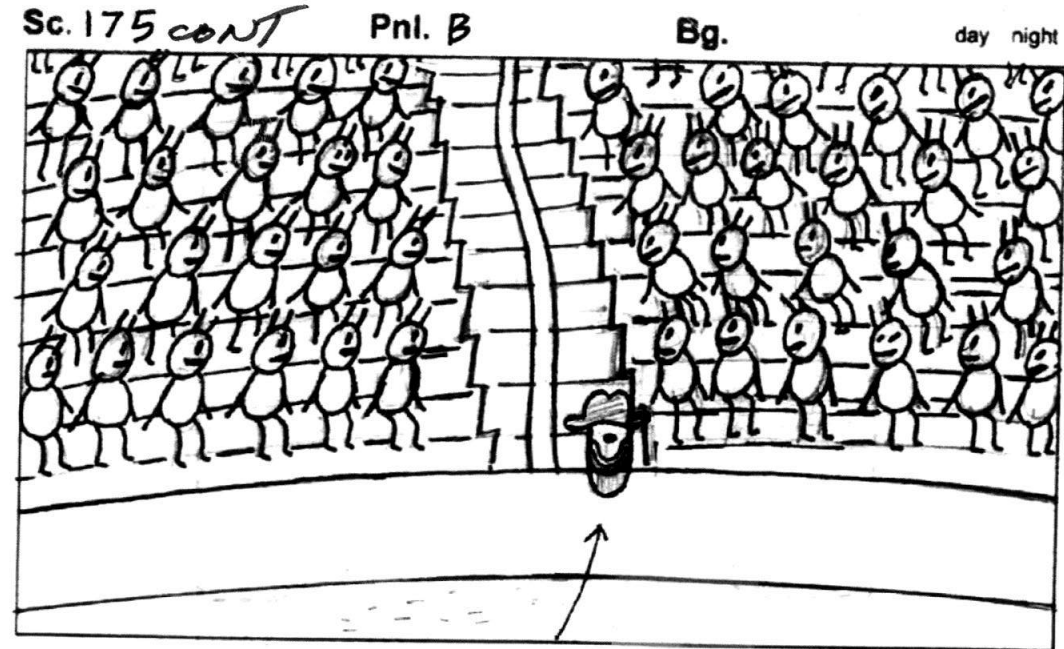
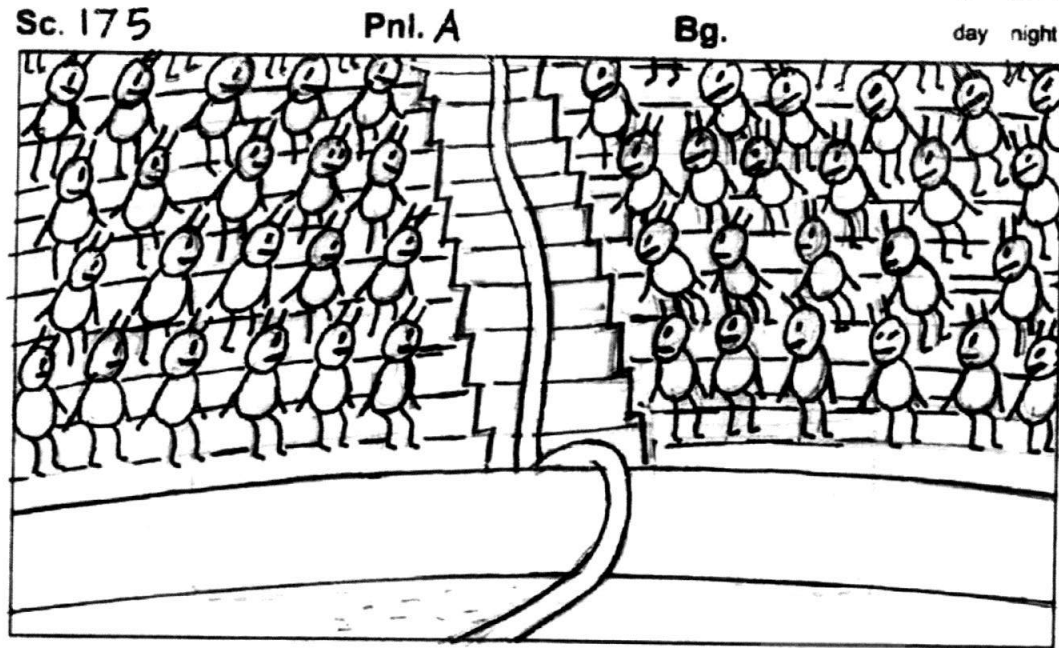
1025/162

1025/162

ADVENTURE TIME



Page **478**



Dialog: SFX: ZZZIP!

Action: B.N. RETRACTS UP THE STAIRS
(NOW MOVING AT FULL SPEED.)

Timing:



TIME CROWD
to DO THIS

I'll HAVE
Reboarded to
match your
Timing

DEC 13 2013

EPISODE #

Production :

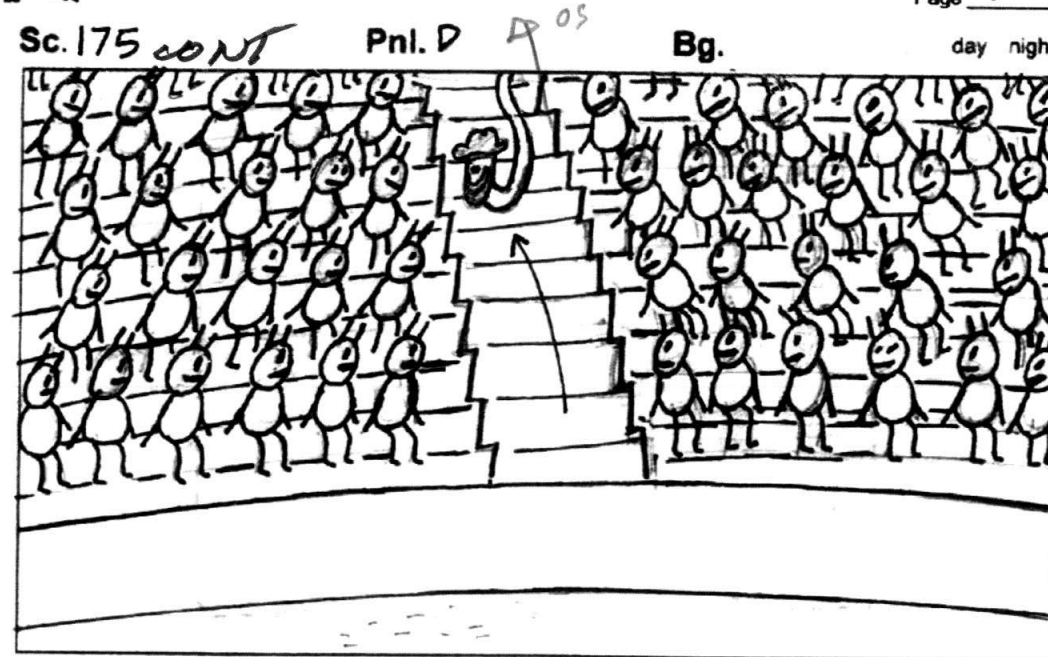
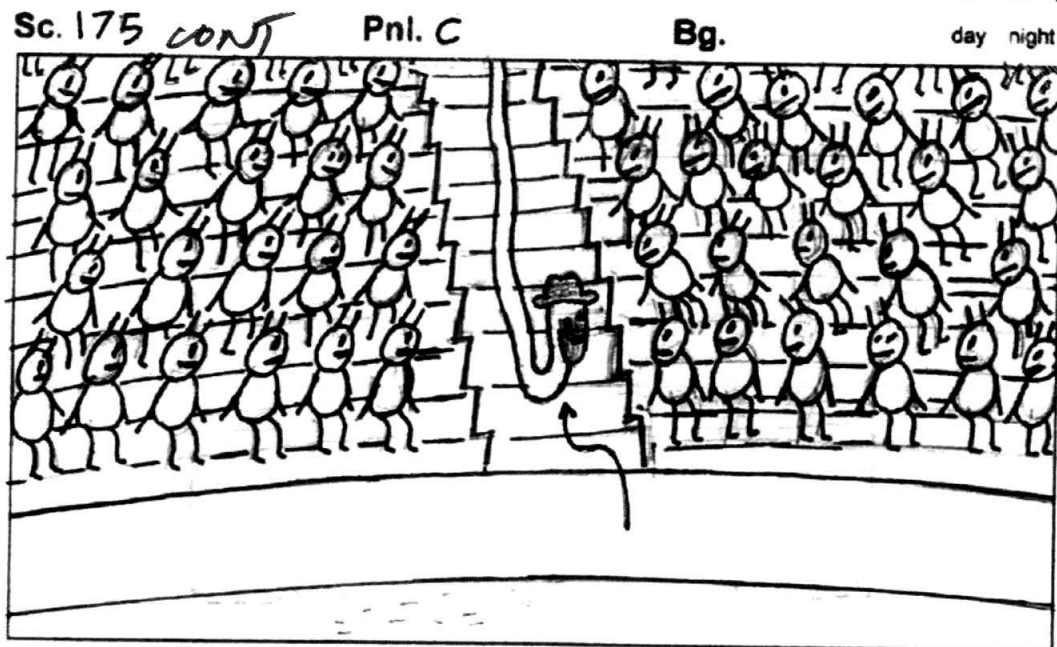
1025/162

1025/162

ADVENTURE TIME



Page **479**



Dialog:

AUDIENCE: WHA...?
HM!...
(CONFUSED WALLA)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



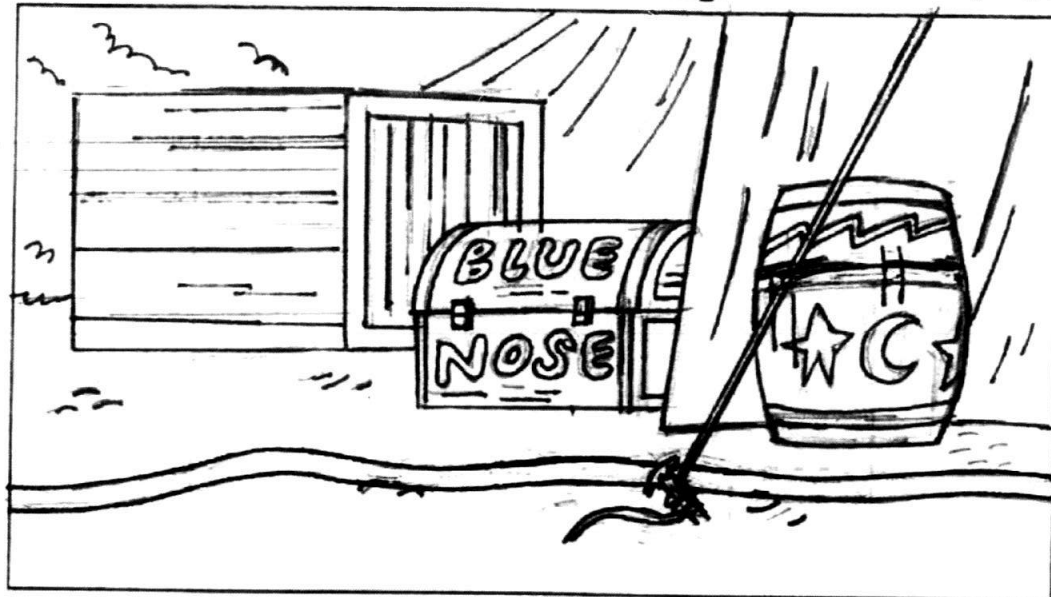
Page **480**

Sc. 176

Pnl. A

Bg.

day night

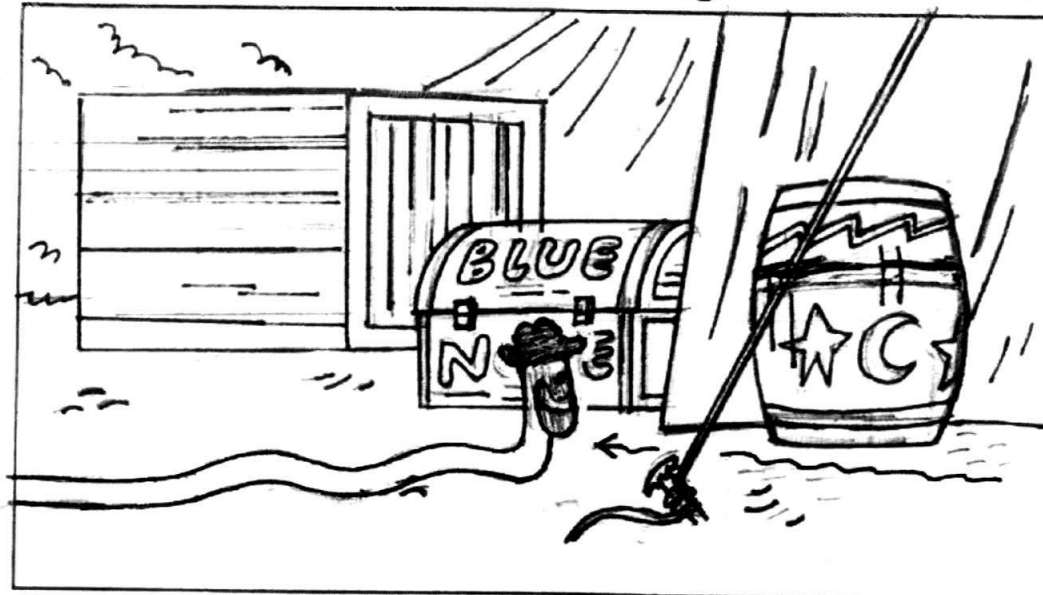


Sc. 176 cont

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production :

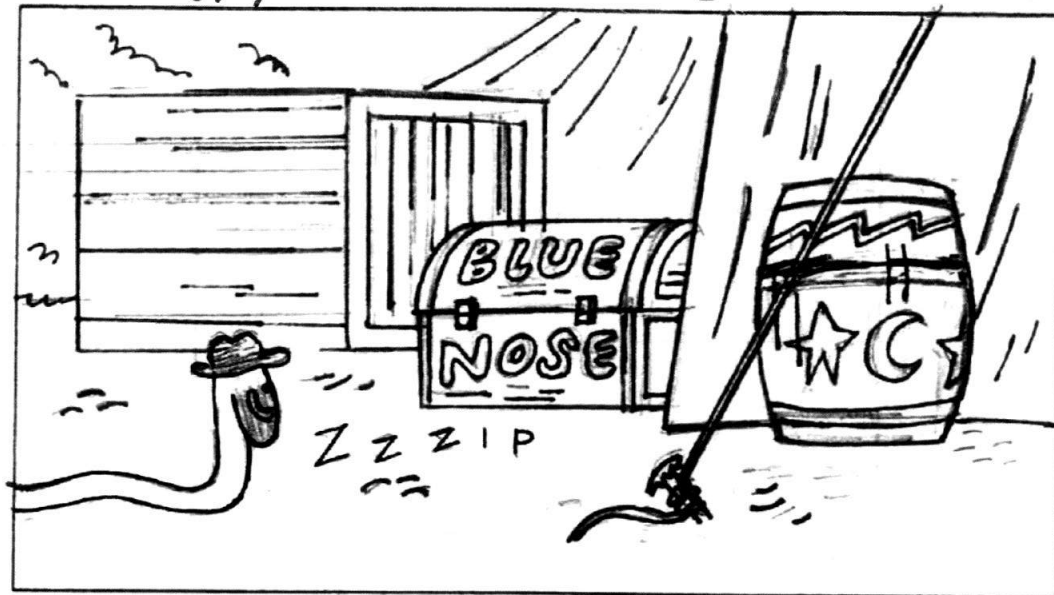
EPISODE #

ADVENTURE TIME

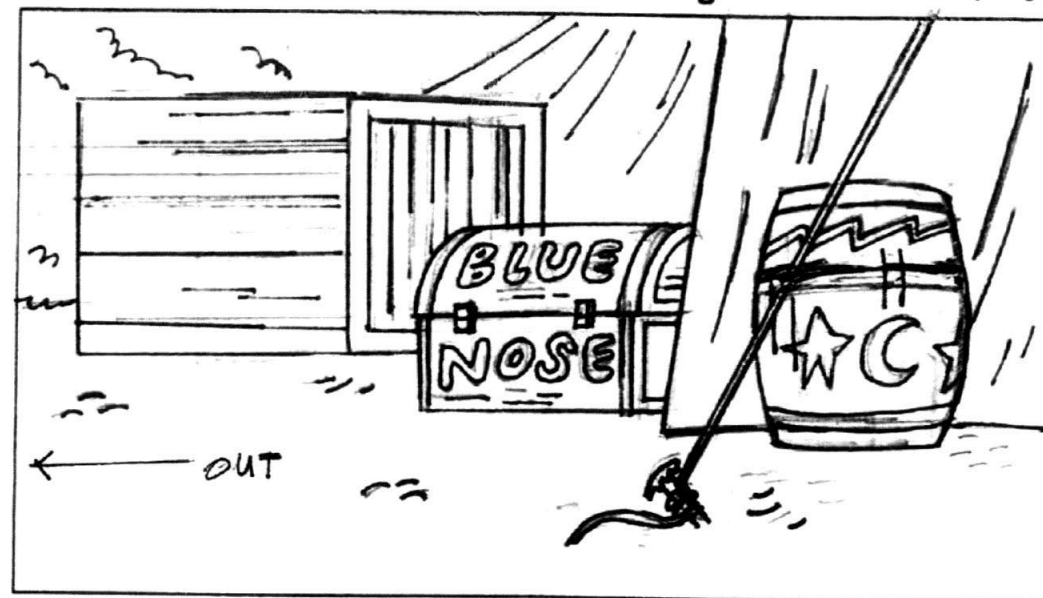


Page **481**

Sc. 176 *CONT* Pnl. C Bg. day night



Sc. 176 *CONT* Pnl. D Bg. day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 482

Sc. 177

Pnl. A

Bg.

day night



Sc. 177 CONT

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production :

EPISODE #

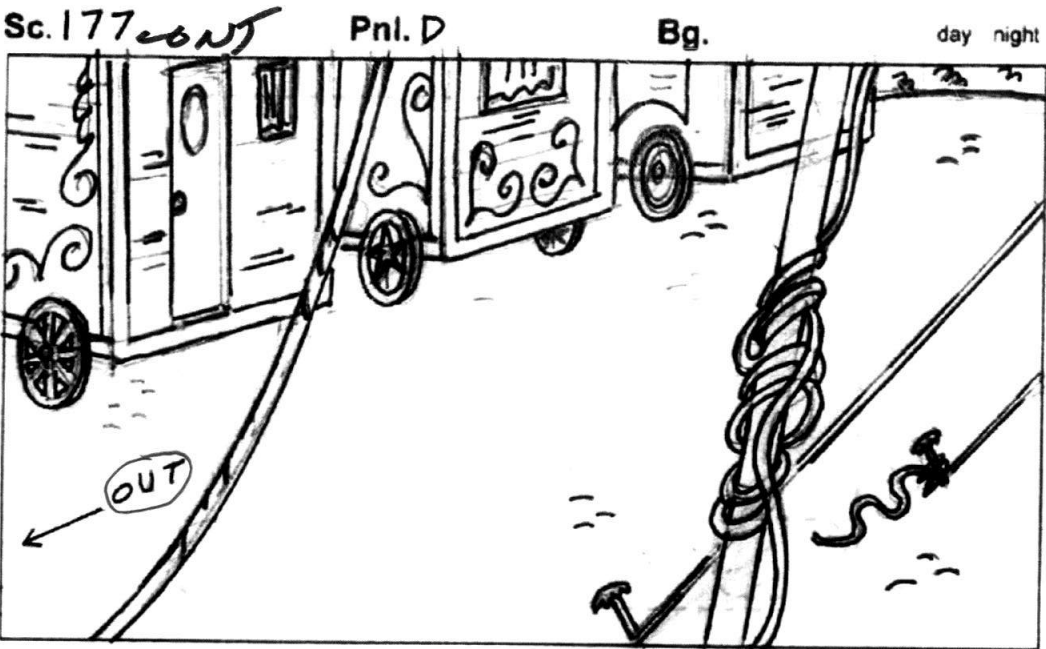
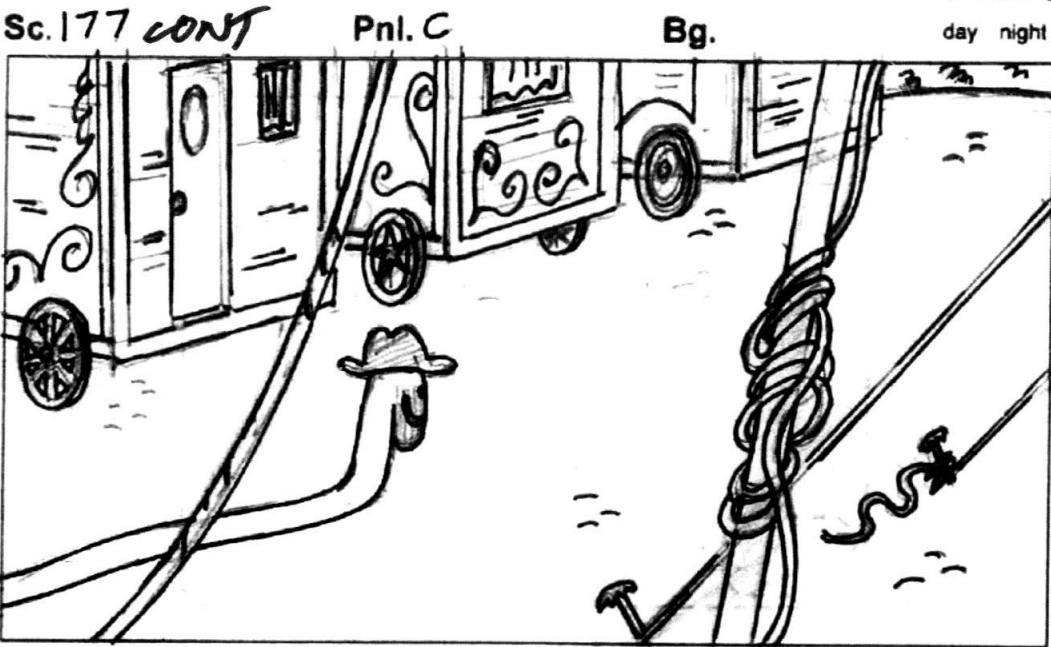
1025/162

1025/162

1025/162

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ADVENTURE TIME



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #
Production :

1025/162

1025/162

ADVENTURE TIME



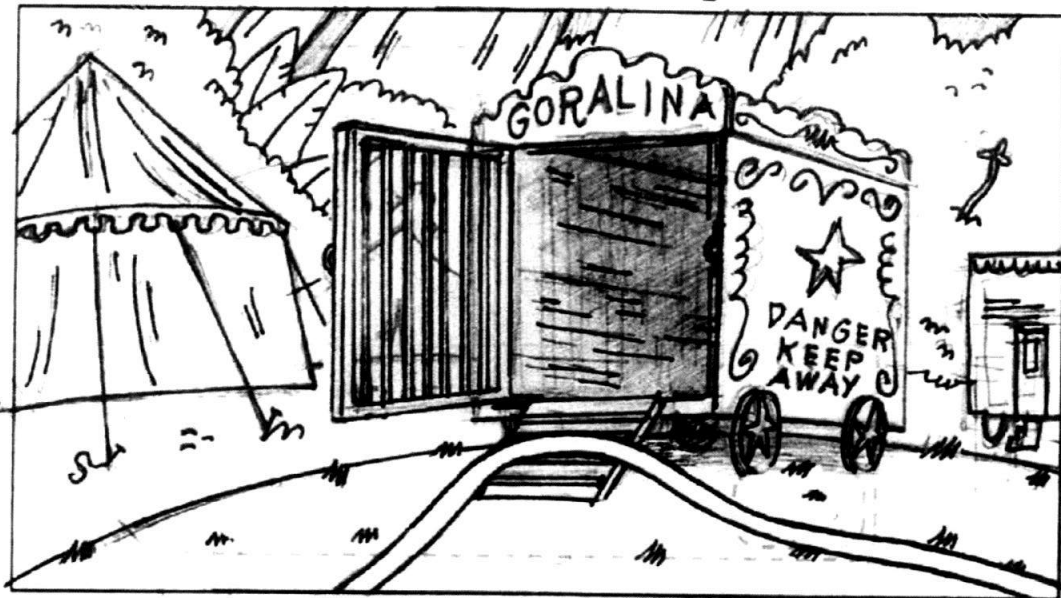
Page **484**

Sc. 178

Pnl. A

Bg.

day night

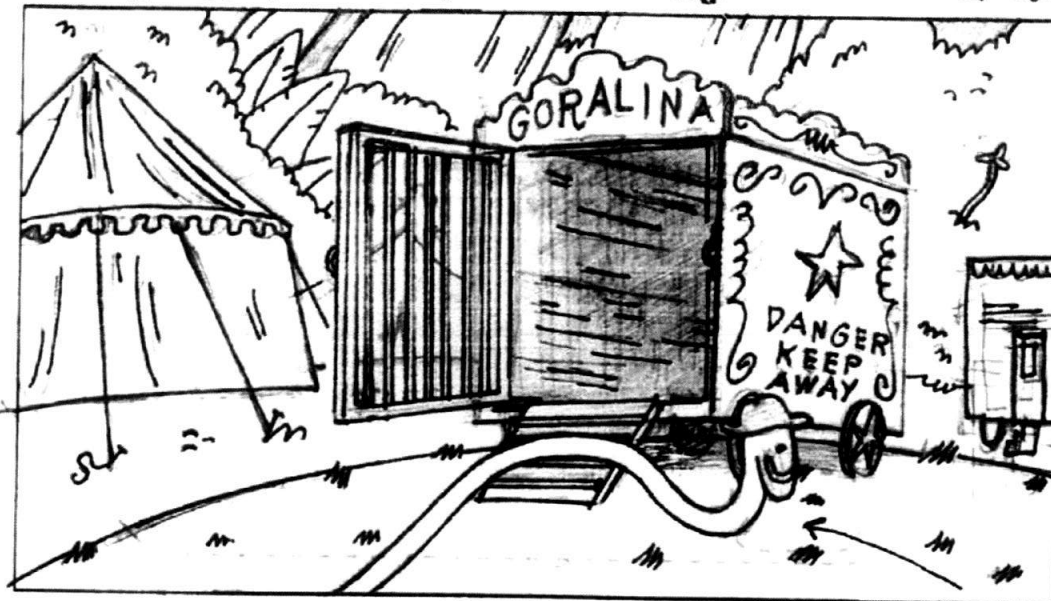


Sc. 178 CONT

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP!

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **485**

Sc. 178 *cont* Pnl. C Bg. day night



Sc. 178 *cont* Pnl. D Bg. day night



Dialog:
Action:
Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME

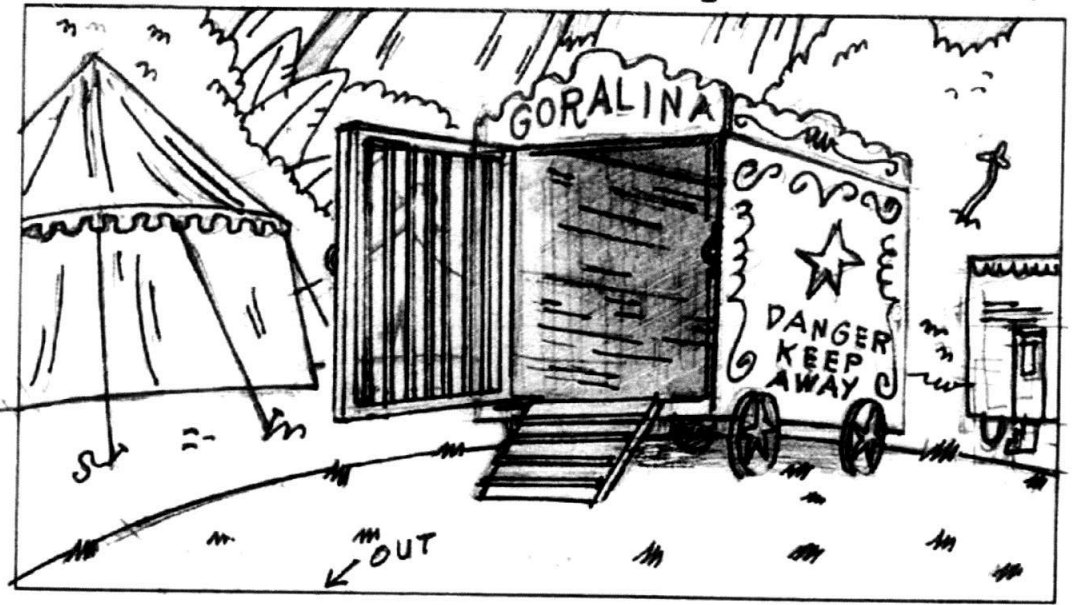


Page 486

Sc. 178 *cont* Pnl. E Bg. day night



Sc. 178 *cont* Pnl. F Bg. day night



Dialog:
Action:
Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



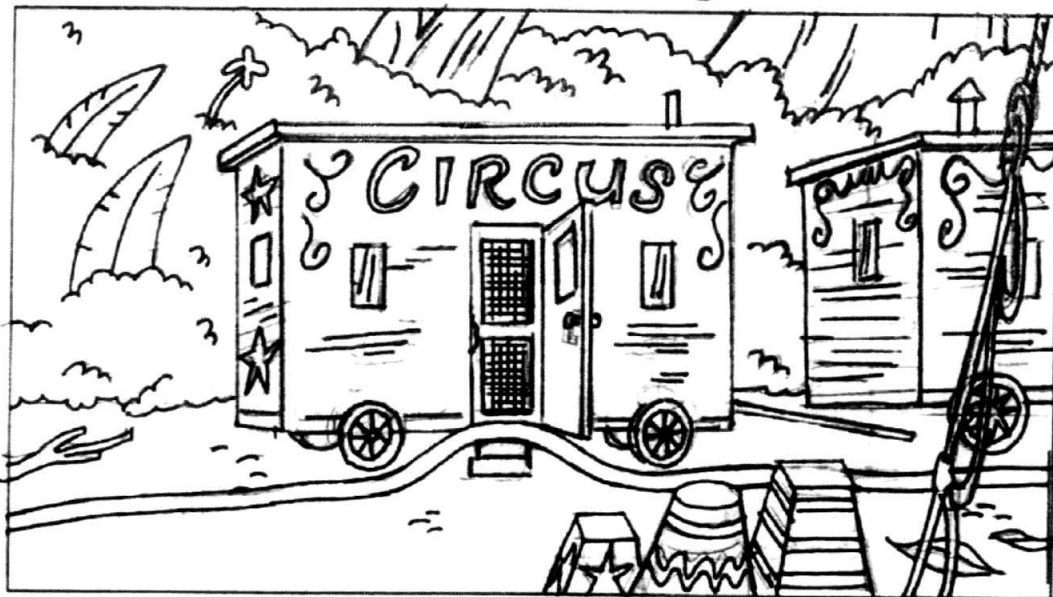
Page **487**

Sc. 179

Pnl. A

Bg.

day night

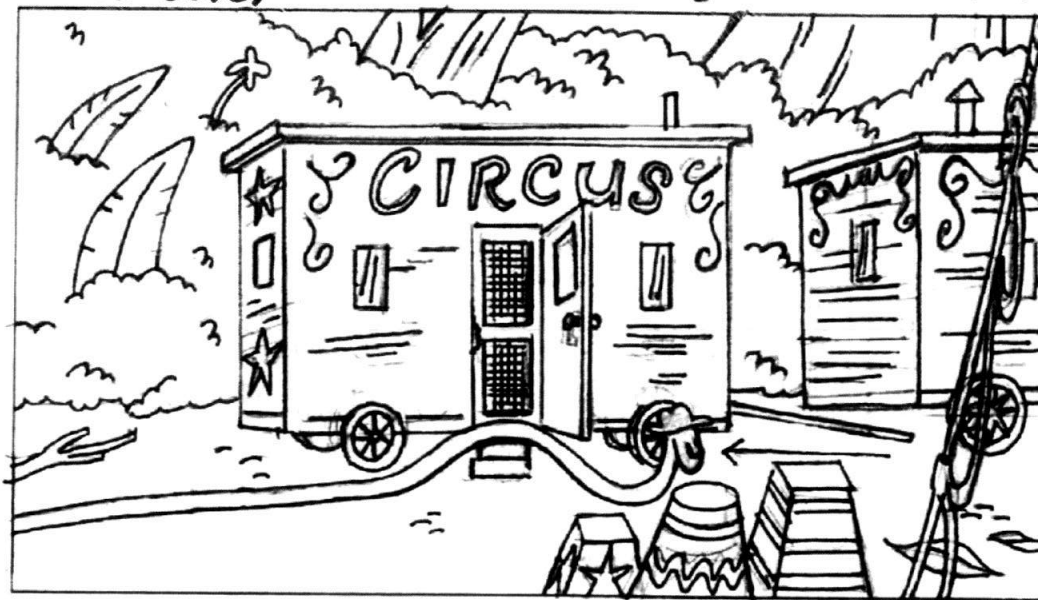


Sc. 179 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX = ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production :

EPISODE #

ADVENTURE TIME

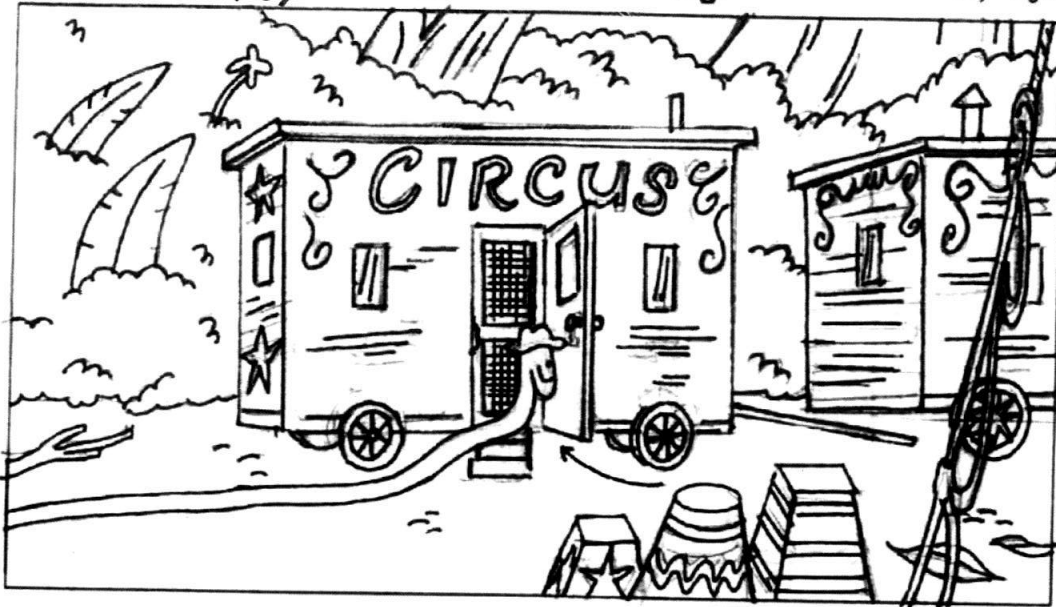


Page **488**

Sc. 179 *cont* Pnl. C

Bg.

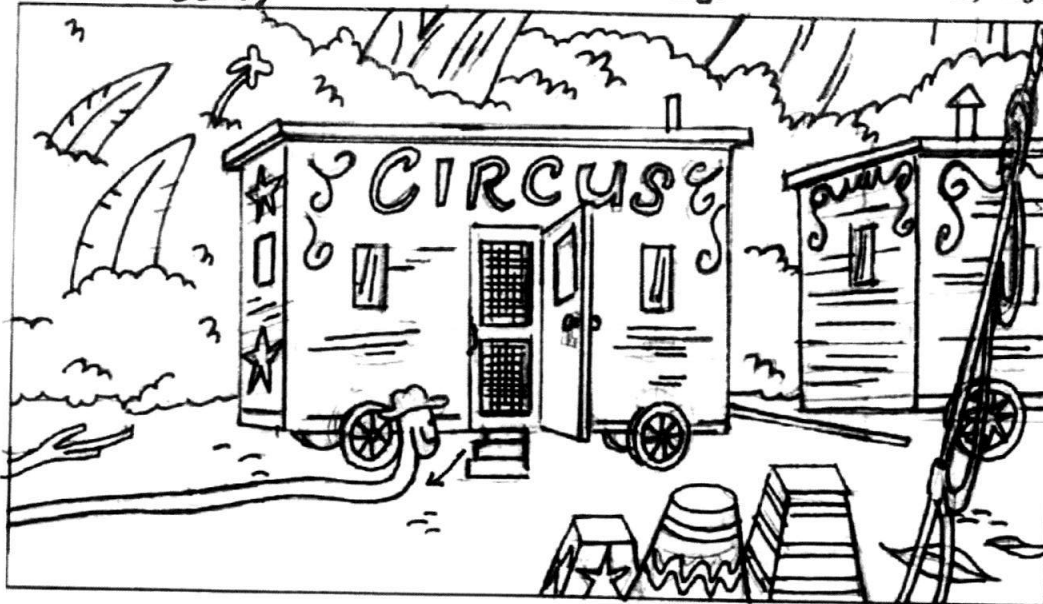
day night



Sc. 179 *cont* Pnl. D

Bg.

day night



EPISODE #

Dialog:

Action:

DEC 13 2013

Timing:

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

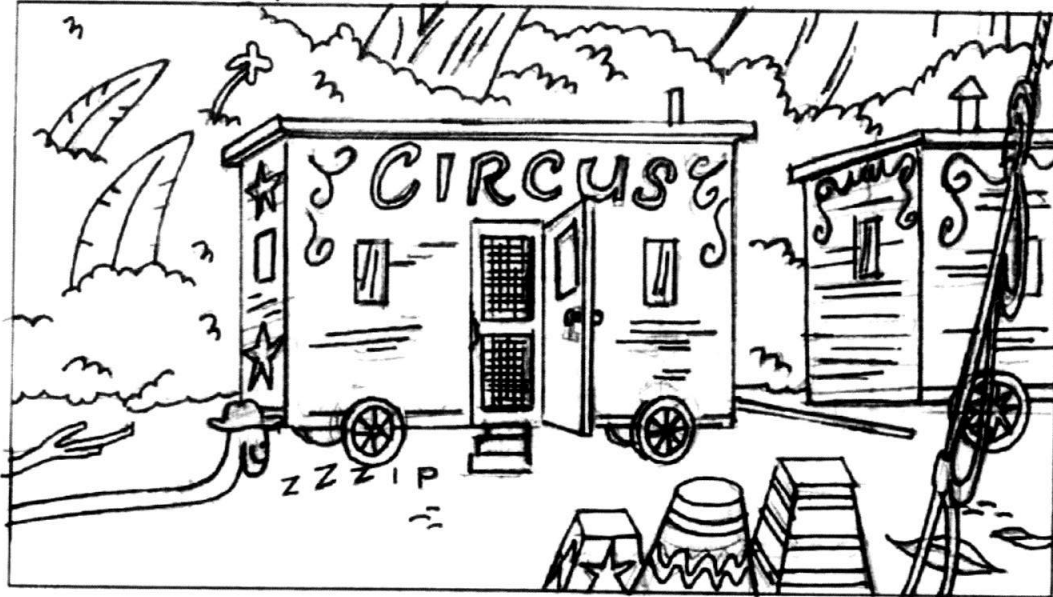


Page **489**

Sc. 179 *CONT* Pnl. E

Bg.

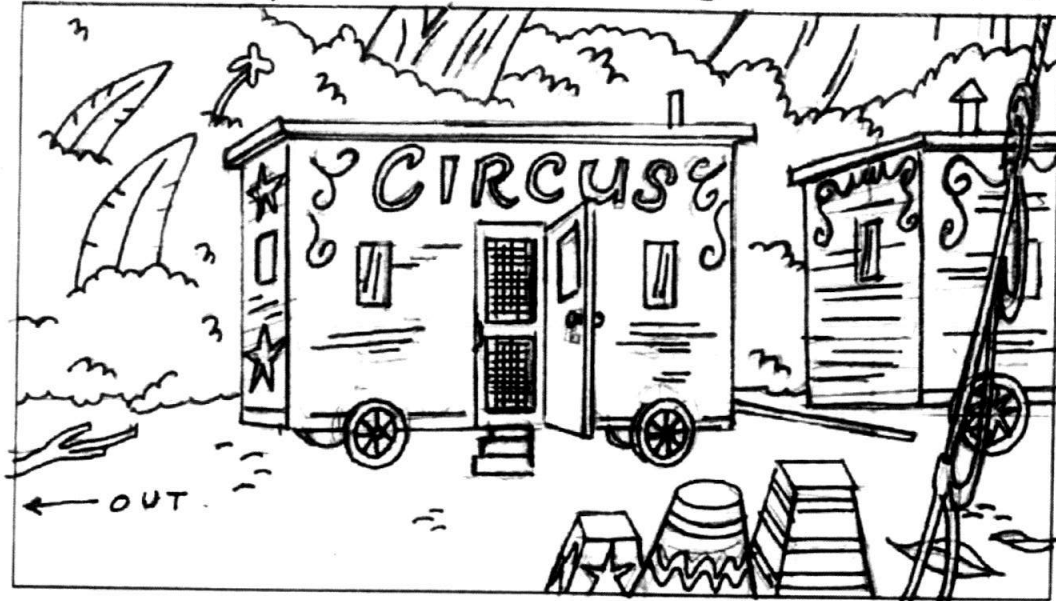
day night



Sc. 179 *CONT* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



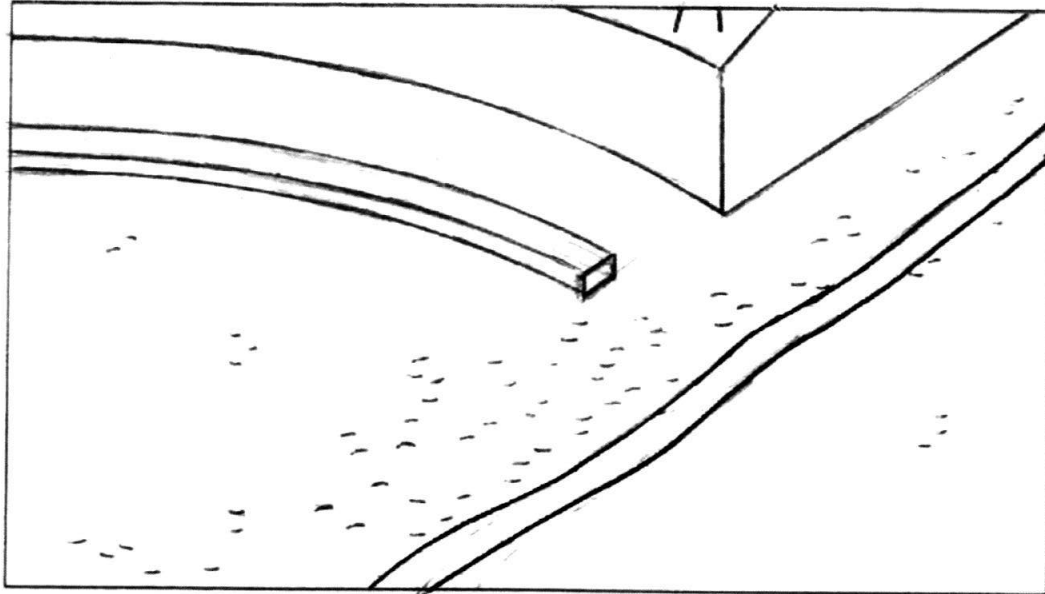
Page 490

Sc. 180

Pnl. A

Bg.

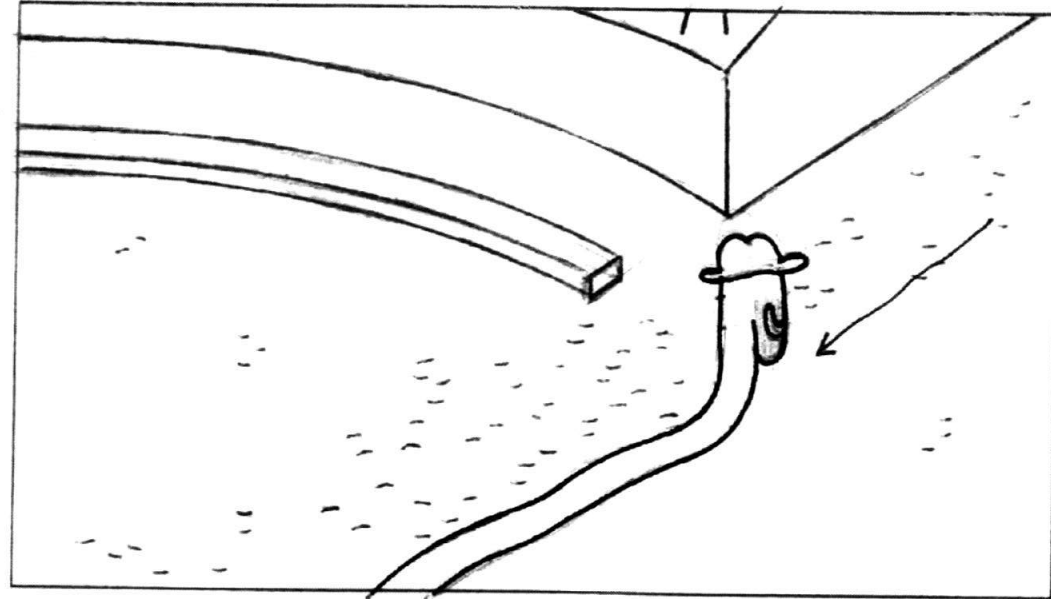
day night



Sc. 180 *cont* Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2012

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

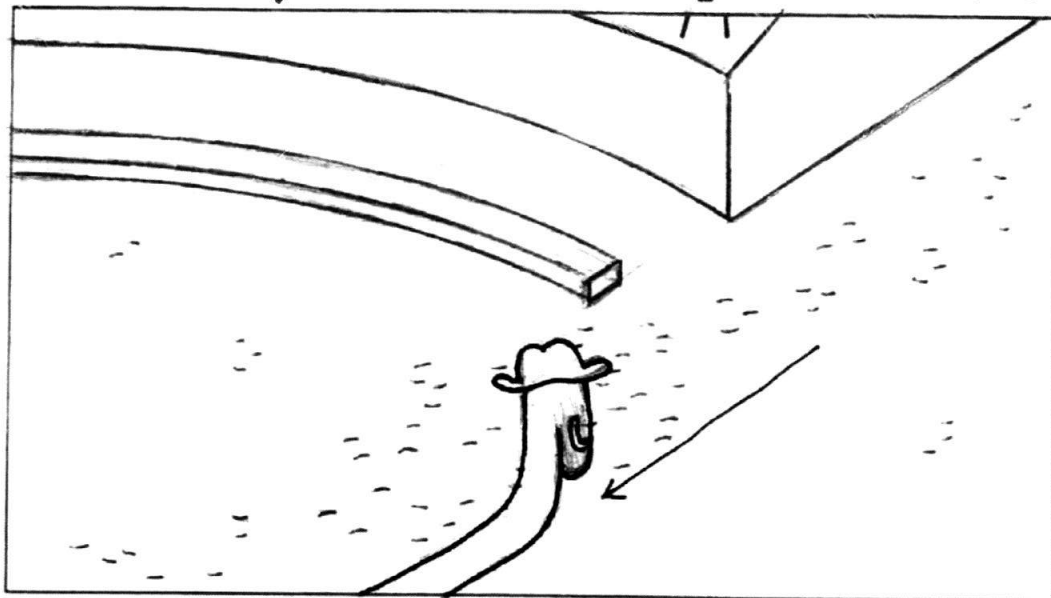


Page 491

Sc. 180 *cont* Pnl. C

Bg.

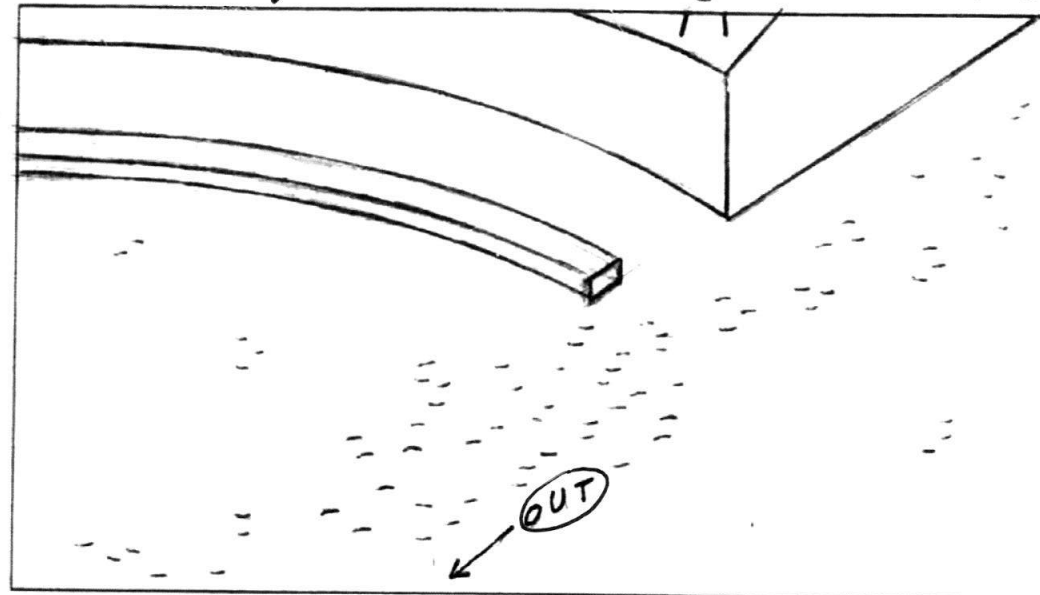
day night



Sc. 180 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

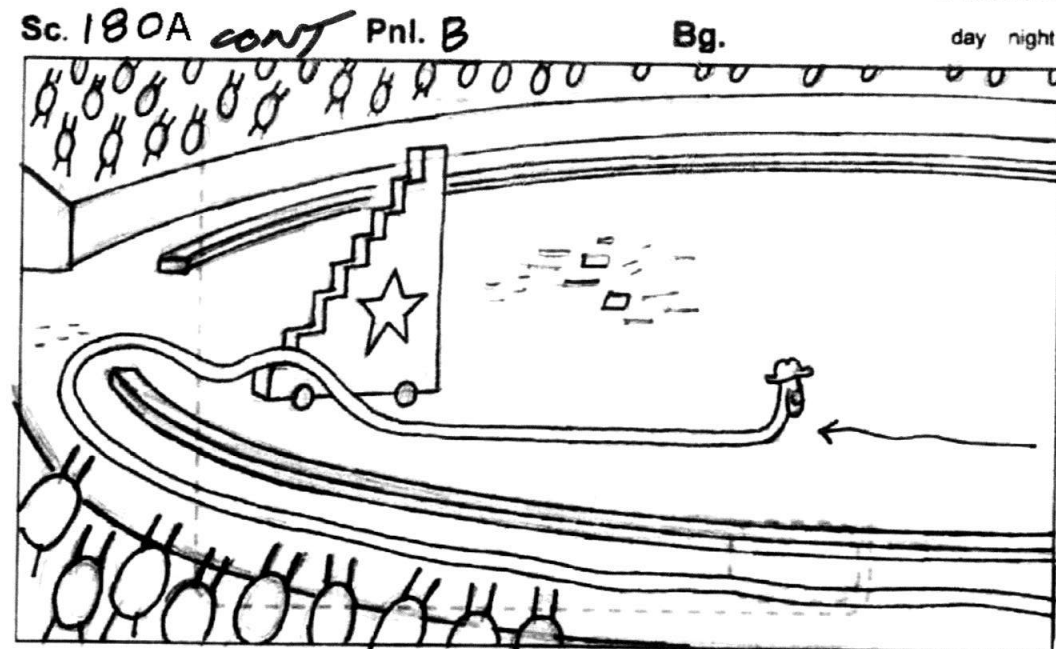
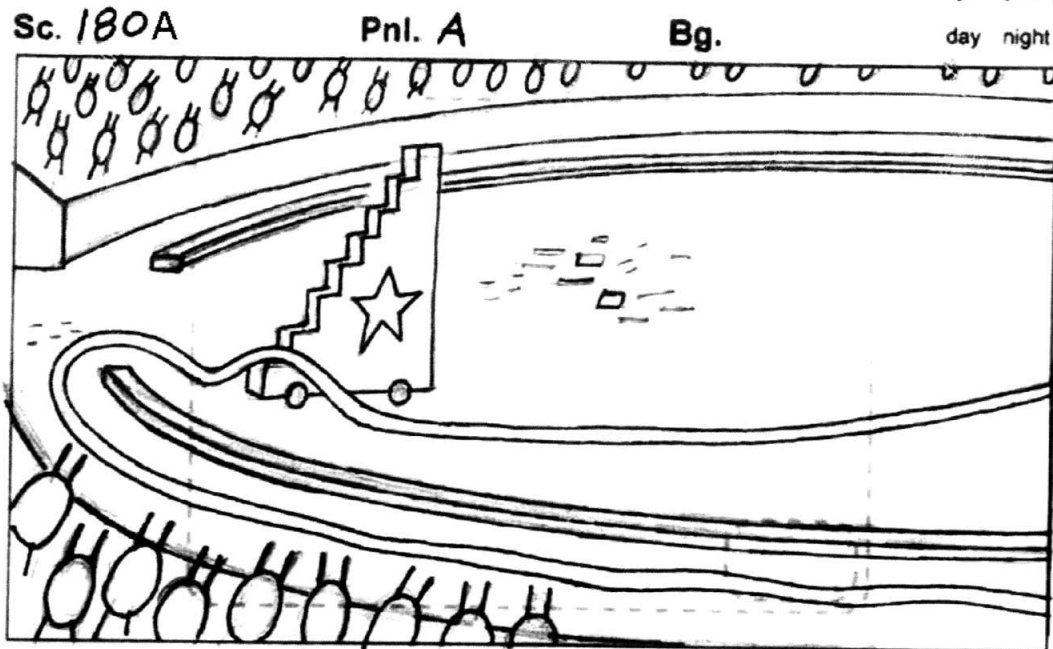
1025/162

1025/162

ADVENTURE TIME



Page **492**



Dialog: SFX: ZZZIP!...

AUDIENCE: OOH!...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

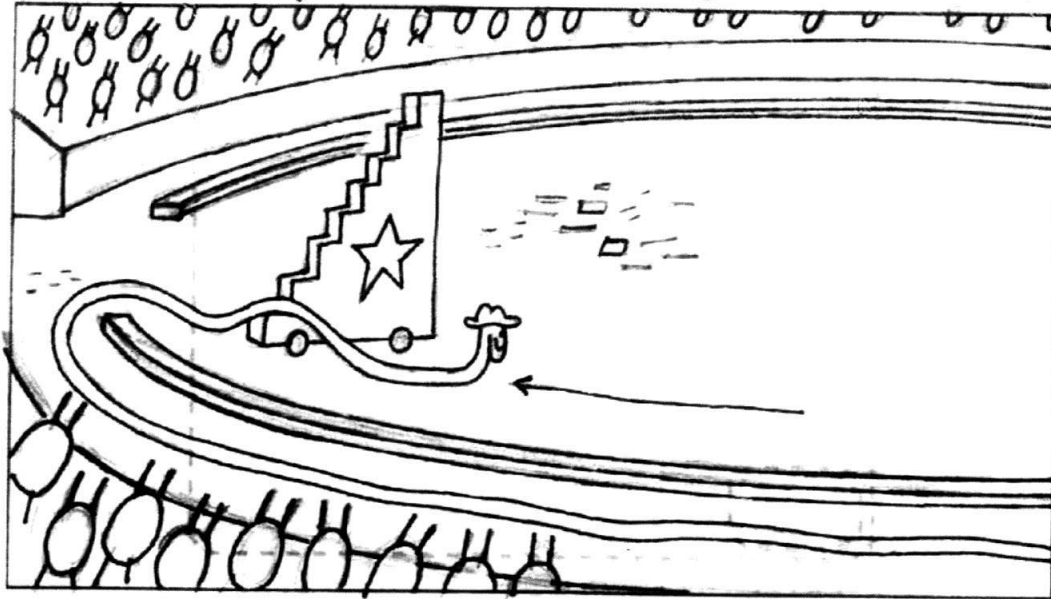


Page **493**

Sc. 180A *cont* Pnl. C

Bg.

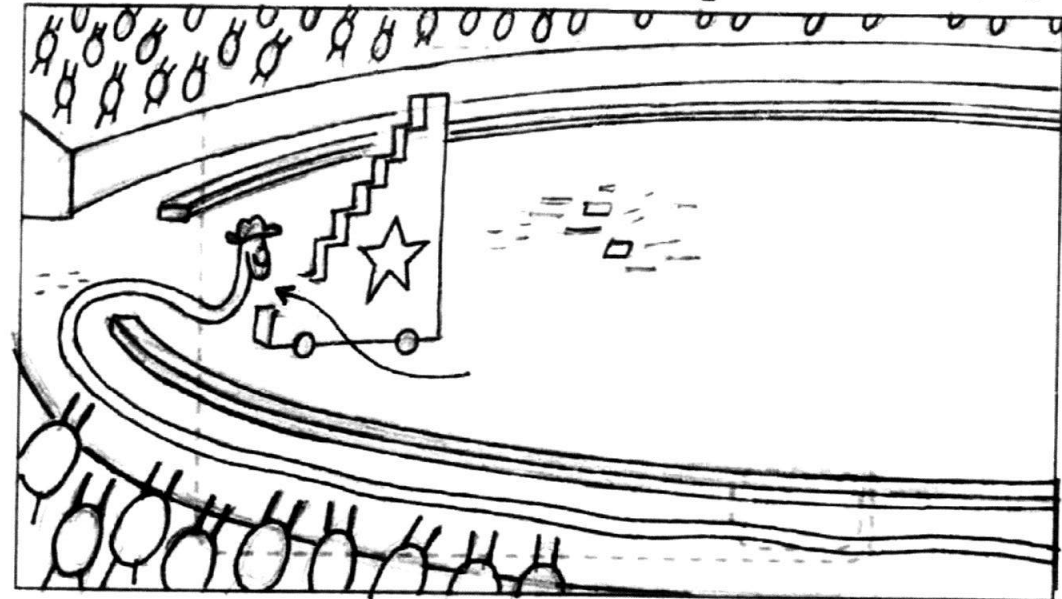
day night



Sc. 180A *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

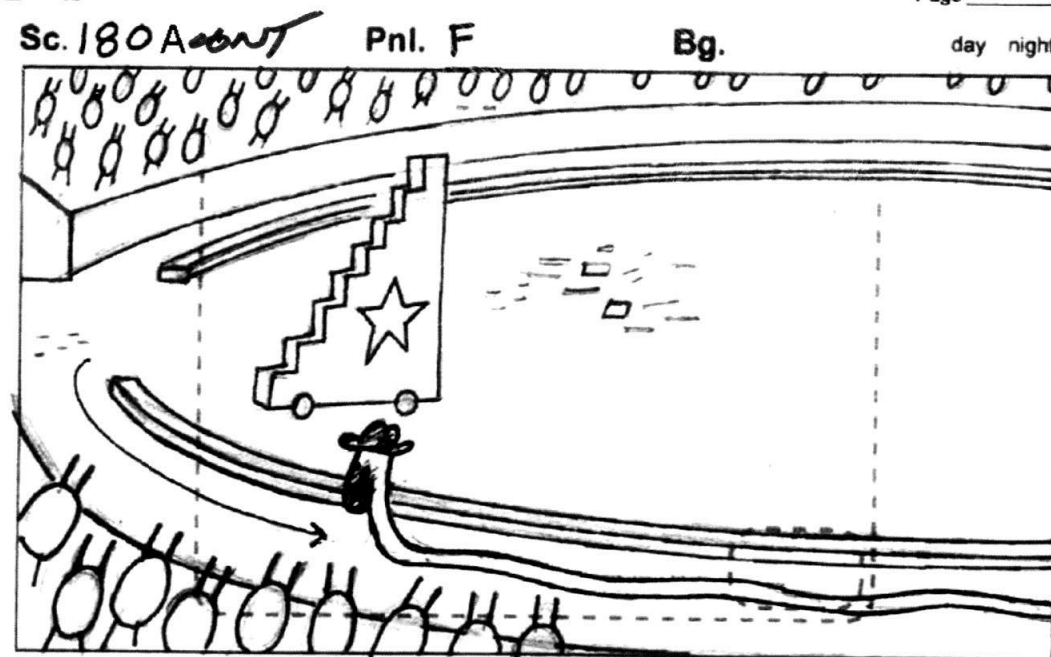
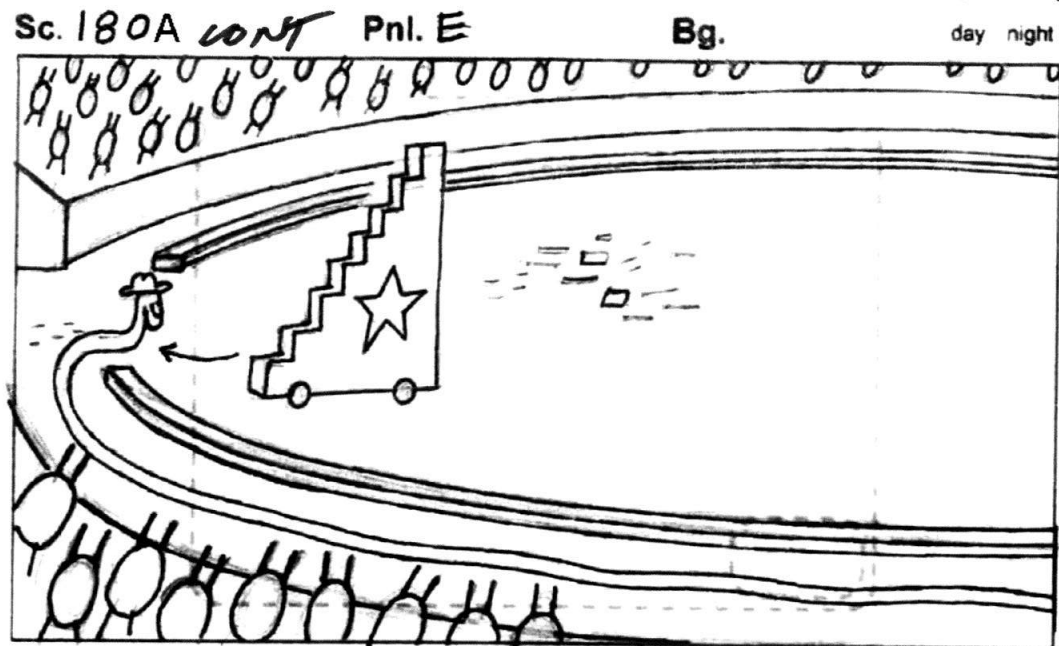
1025/162

1025/162

ADVENTURE TIME



Page **494**



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

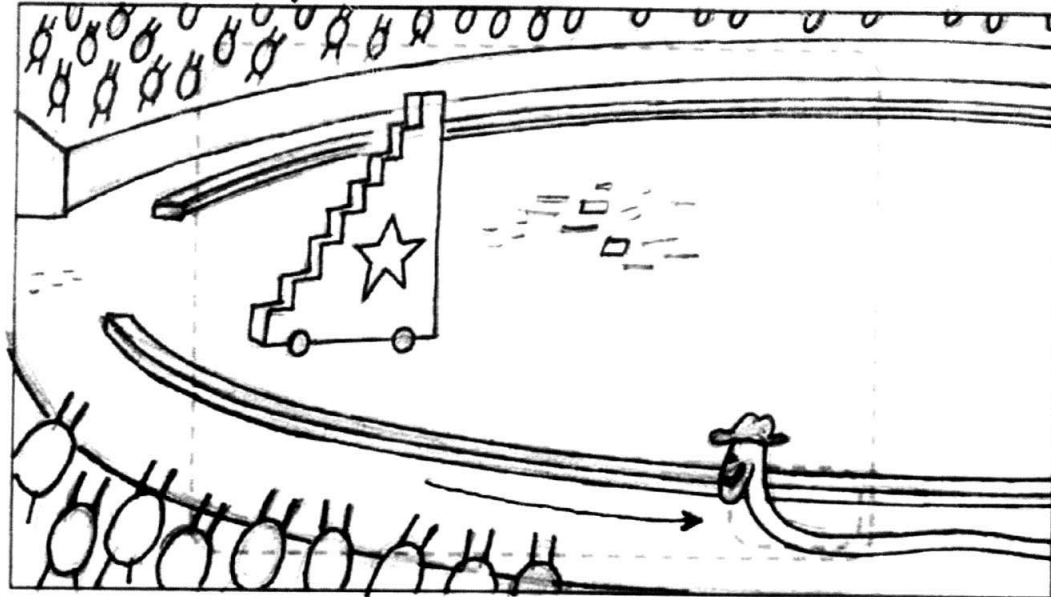


Page **495**

Sc. 180A *cont* Pnl. G

Bg.

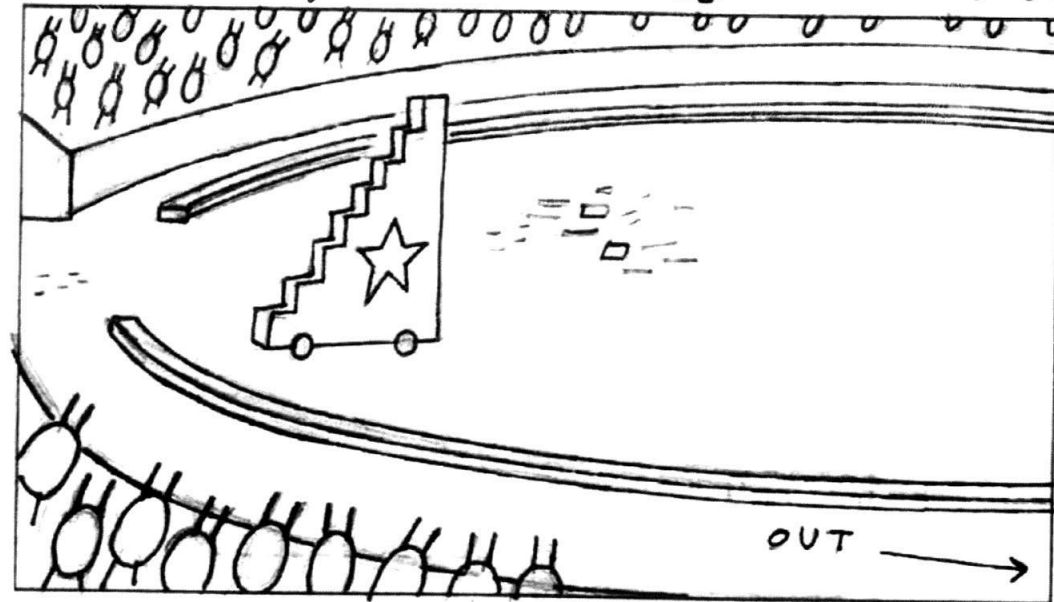
day night



Sc. 180A *cont* Pnl. H

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2012

EPISODE #

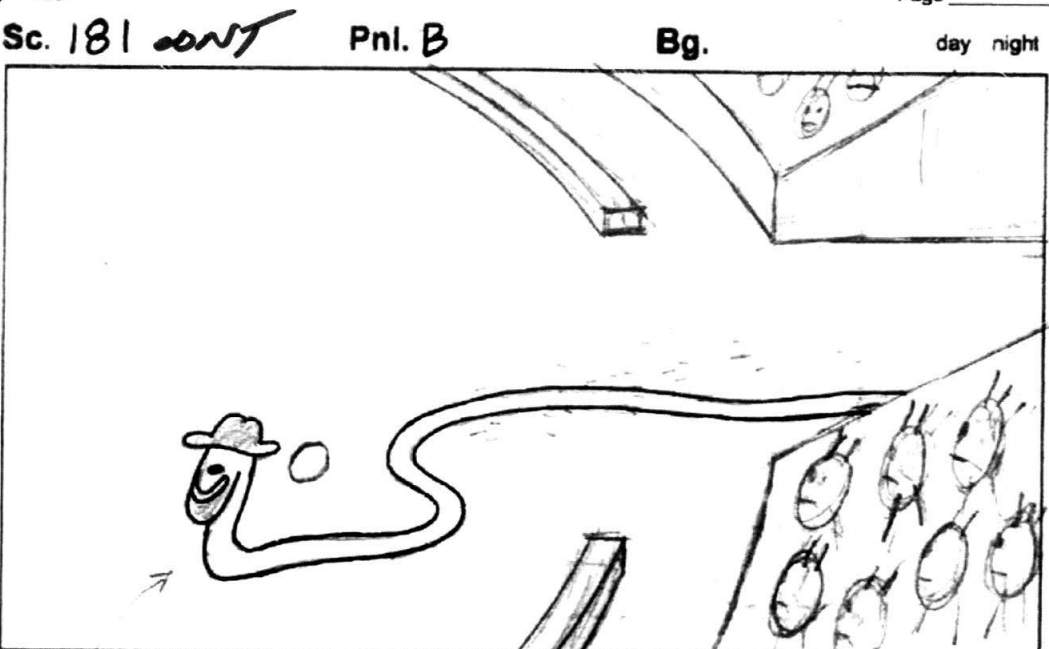
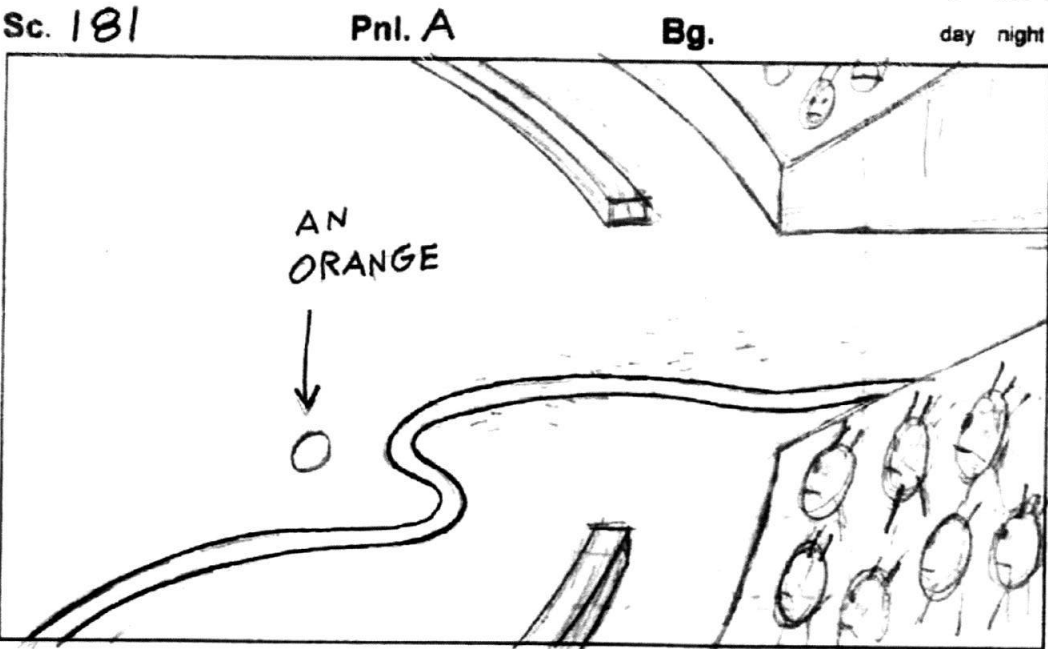
Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Dialog: SFX: ZZZIP! ...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2011

EPISODE #

Production :

ADVENTURE TIME

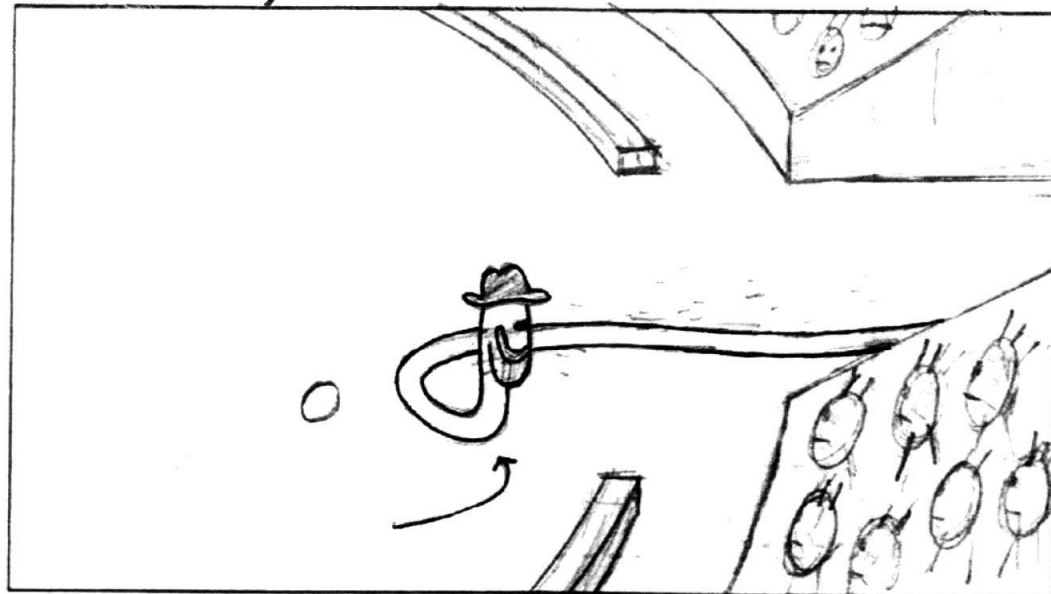


Page **497**

Sc. 181 *cont* Pnl. C

Bg.

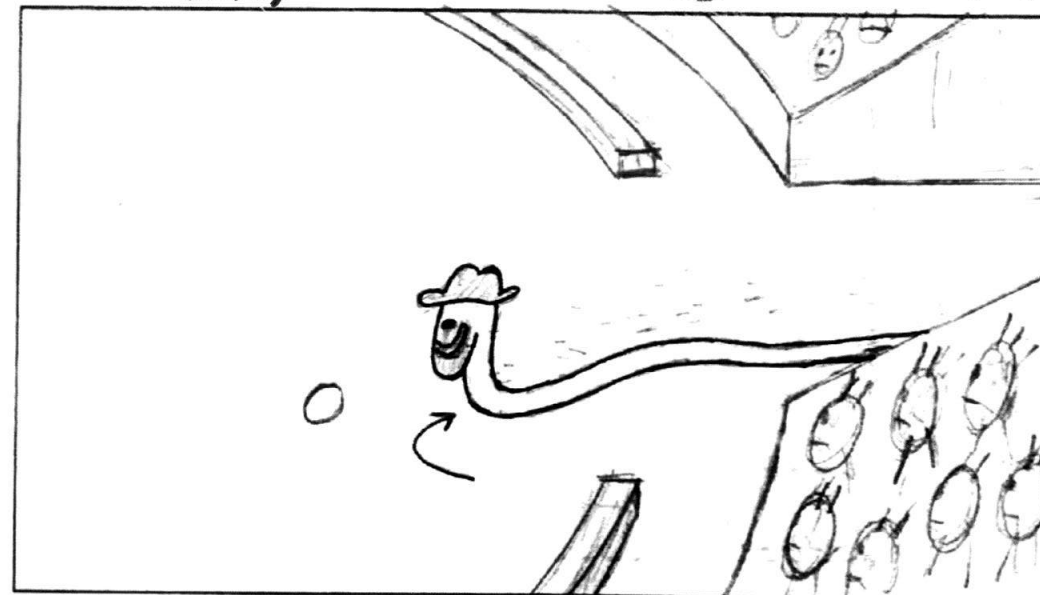
day night



Sc. 181 *cont* Pnl. D

Bg.

day night



Dialog: AUDIENCE: OOOH! ...

Action:

Timing:

DEC 13 2010

EPISODE #

Production :

1025/162

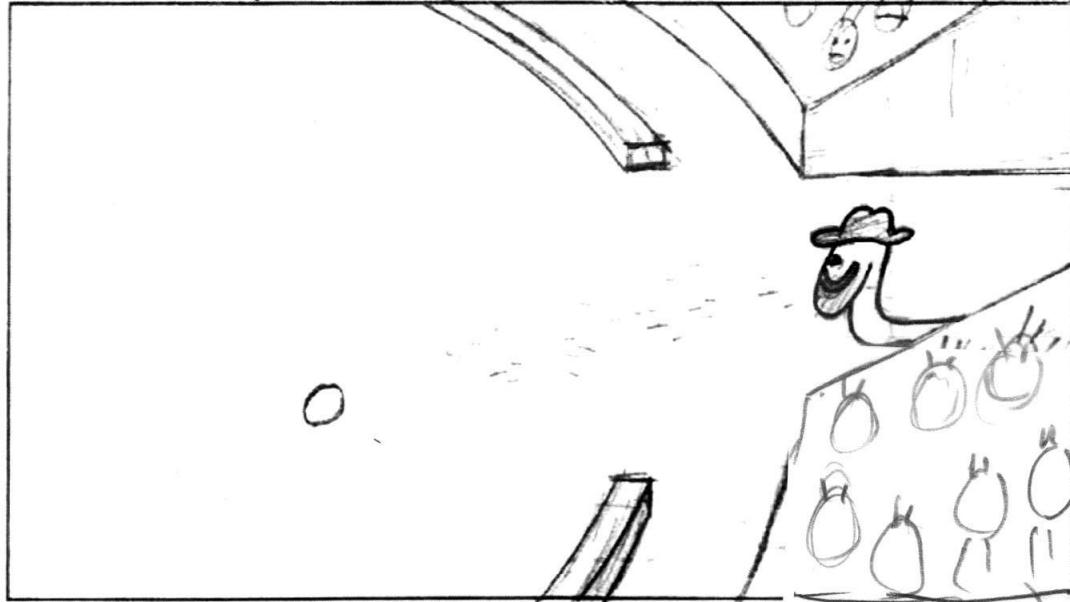
1025/162

ADVENTURE TIME



Page **498**

Sc. 181 *CONT* Pnl. E Bg. day night

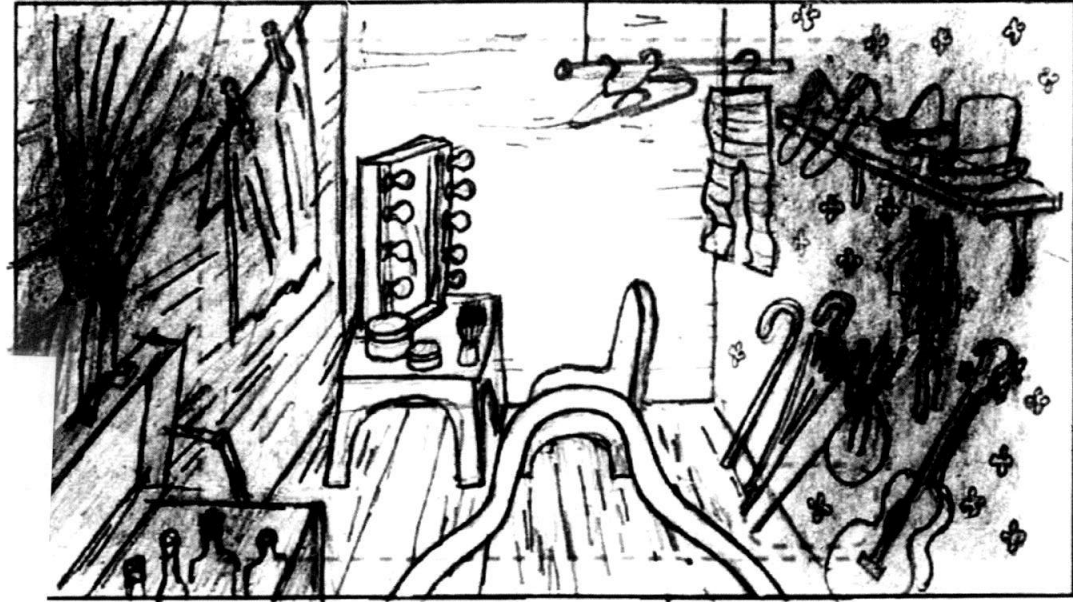


Dialog: SFX: APPLAUSE (STARTING AT END OF SCENE)
AS B.N. EXITS.

Action:

Timing:

Sc. 182 Pnl. A Bg. day night



SFX: ZZZIP! ...

B.N. ZIPS THROUGH SCENE (BACKWARDS).

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

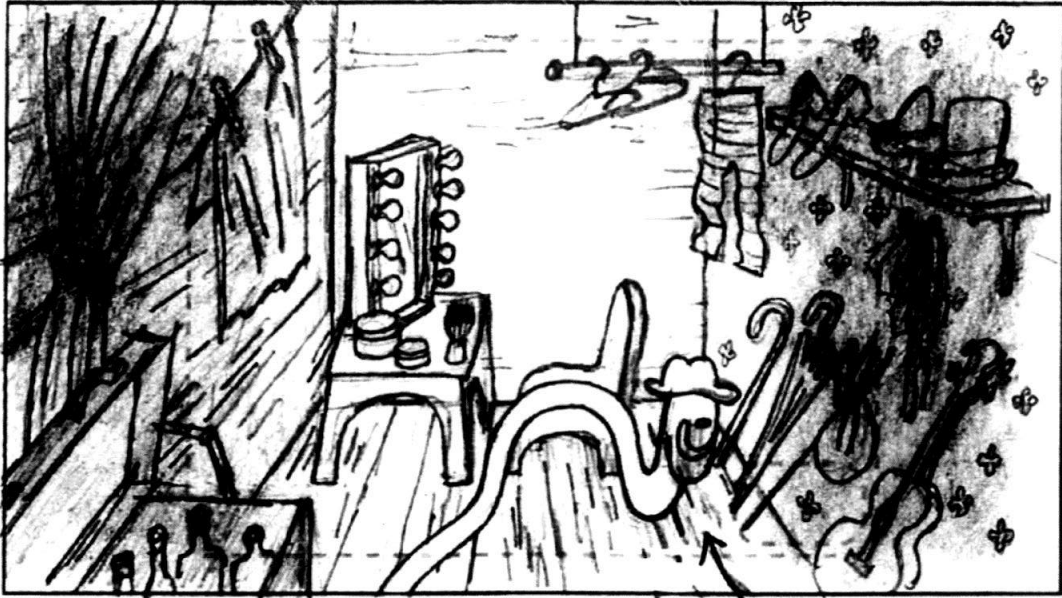
1025/162

ADVENTURE TIME

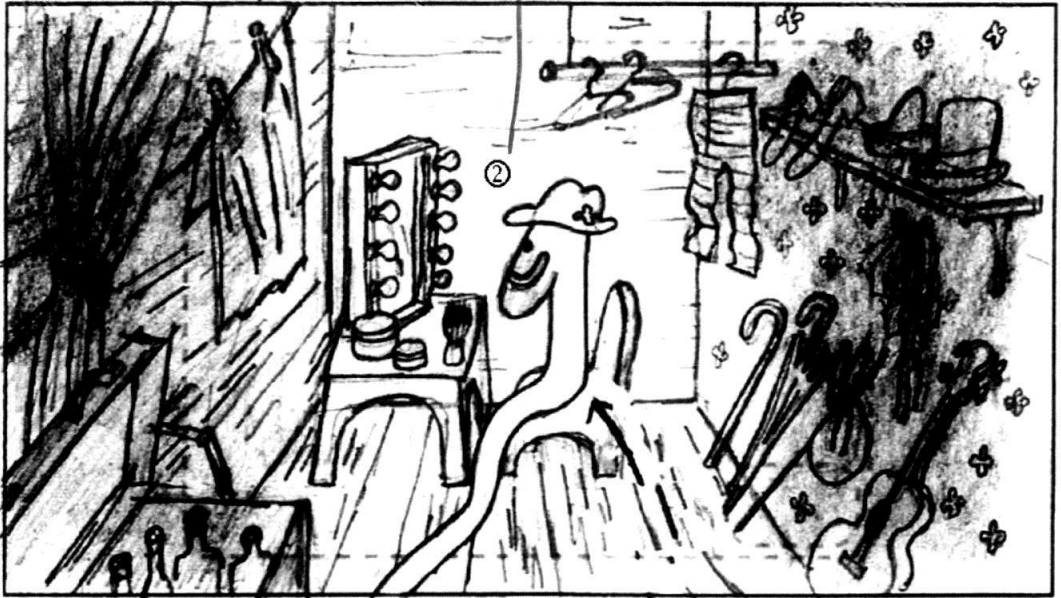


Page 499

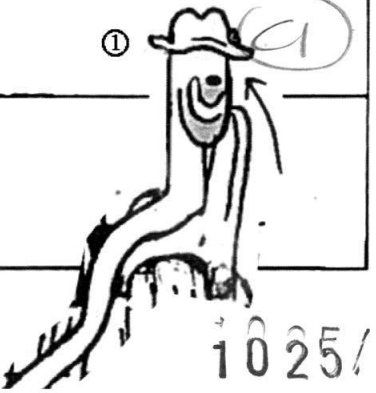
Sc. 182 CONT Pnl. B Bg. day night



Sc. 182 CONT Pnl. C Bg. day night



Dialog:	
Action:	(B.N. TAKES A LOOK AT HIMSELF AS HE ZIPS PAST THE MIRROR.)
Timing:	



EPISODE #

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1025/162

1025/162

1025/162

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ADVENTURE TIME



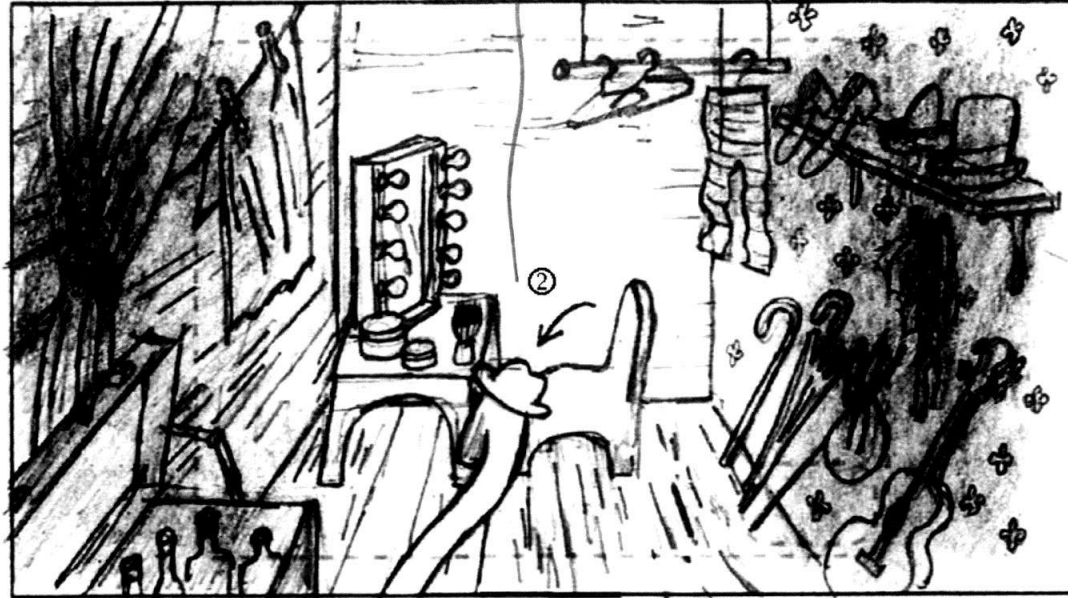
Page 500

Sc. 182 *CONT*

Pnl. D

Bg.

day night

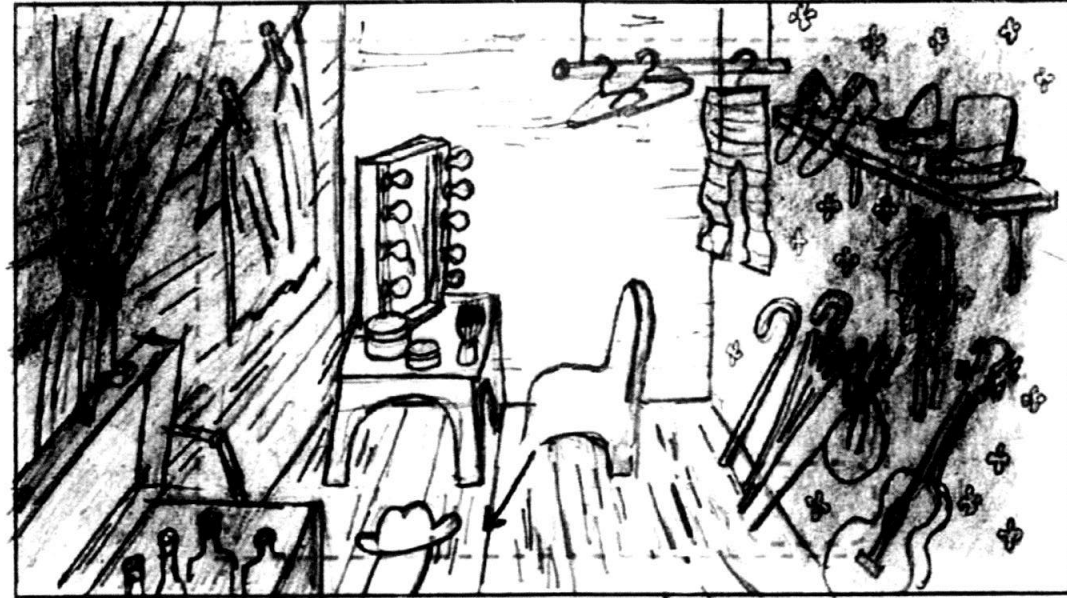


Sc. 182 *CONT*

Pnl. E

Bg.

day night



Dialog:

Action:

Timing:



DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

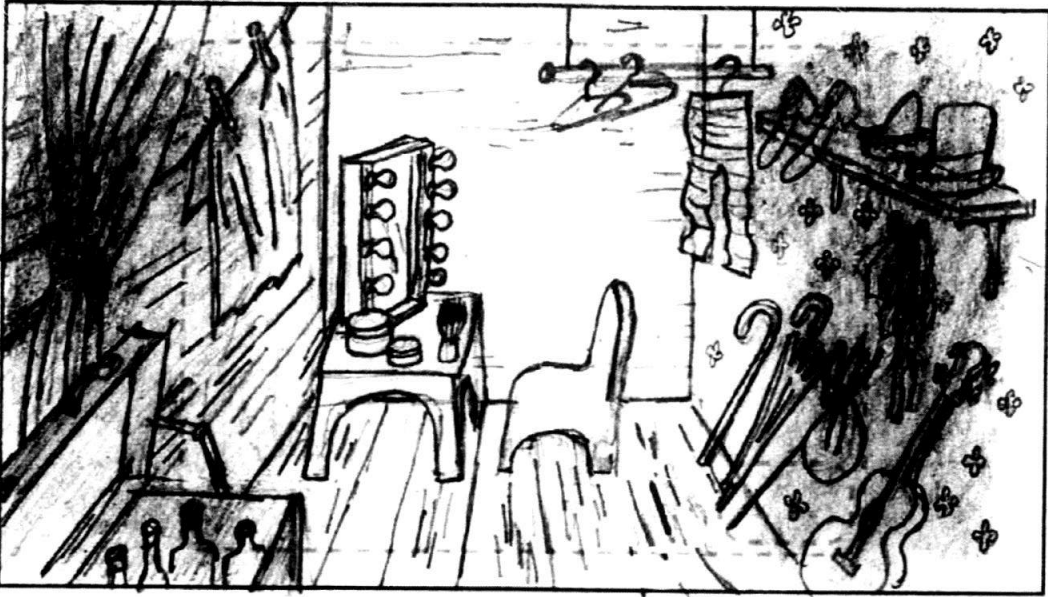


Page 501

Sc. 182 *cont* Pnl. F

Bg.

day night

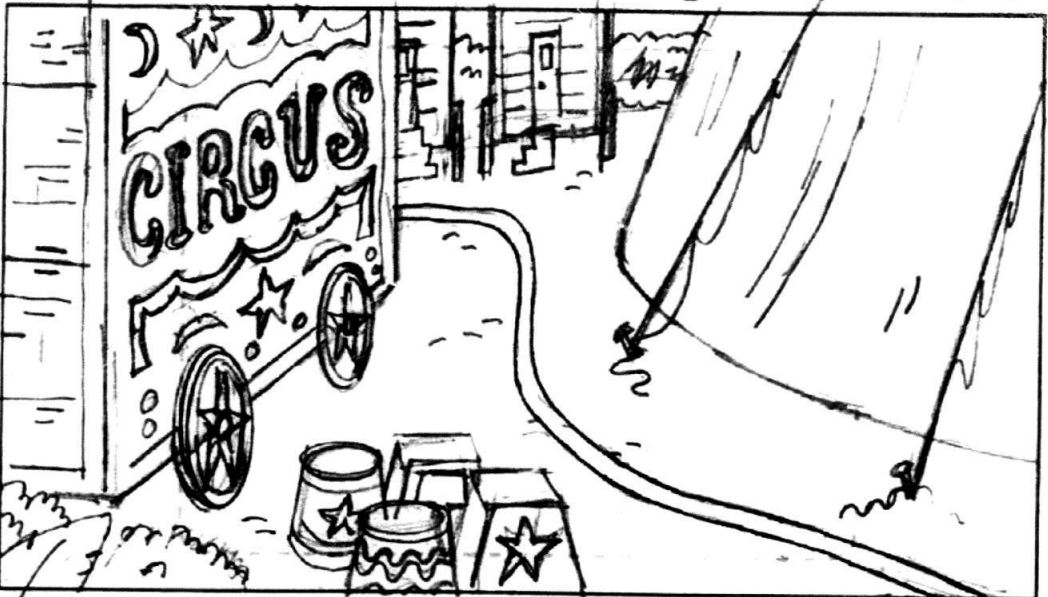


Sc. 183

Pnl. A

Bg.

day night



Dialog:	<u>SFX:</u> ZZZIP! ...
Action:	B.N. ZIPS THROUGH SCENE (BACKWARDS).
Timing:	DEC 13 2013

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Production :

1025/162

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1025/162

1025/162

ADVENTURE TIME

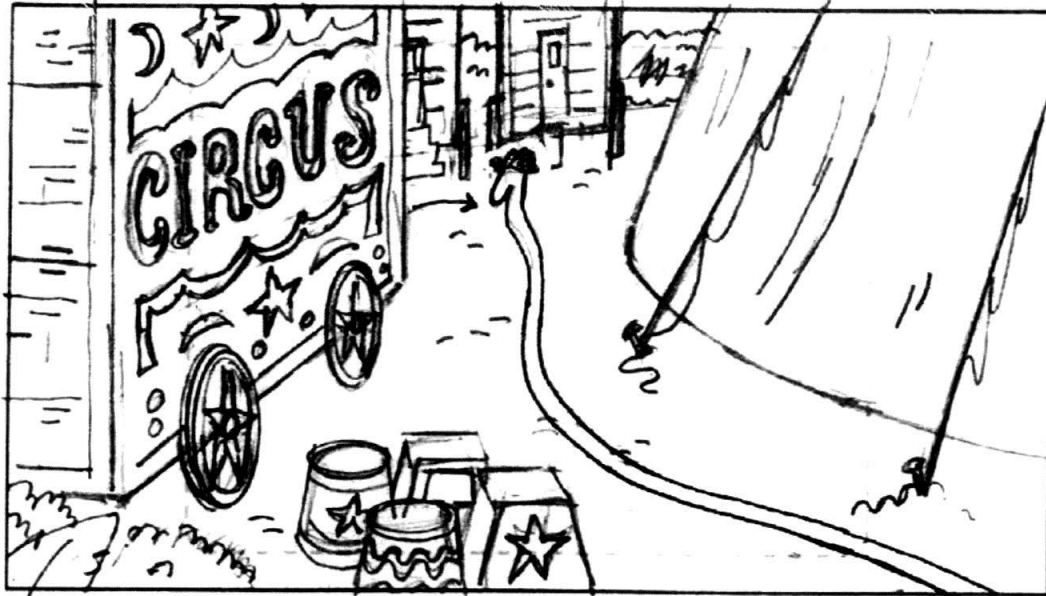


Page **502**

Sc. 183 cont Pnl. B

Bg.

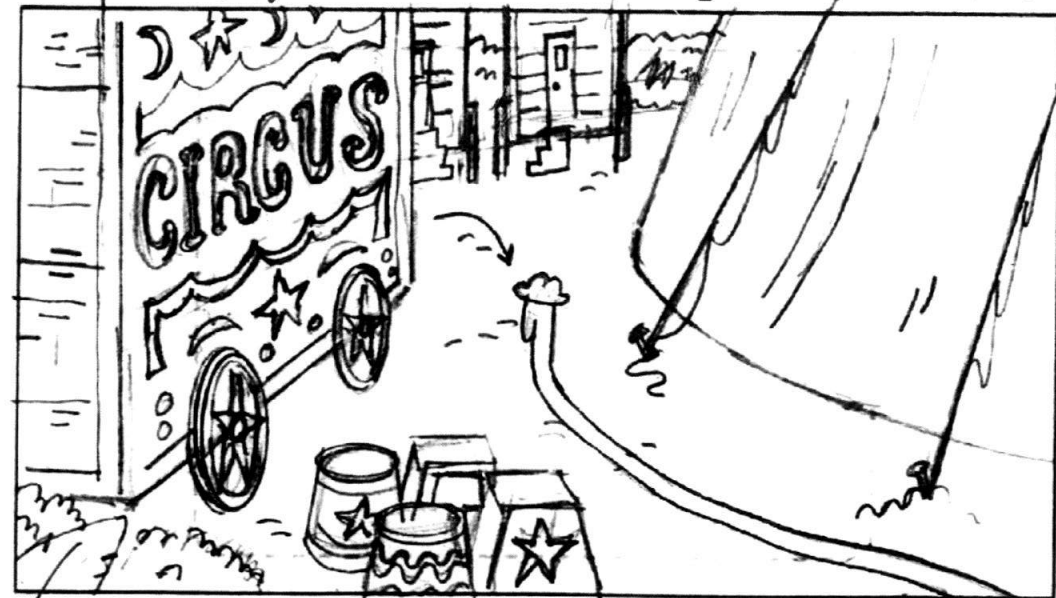
day night



Sc. 183 cont Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

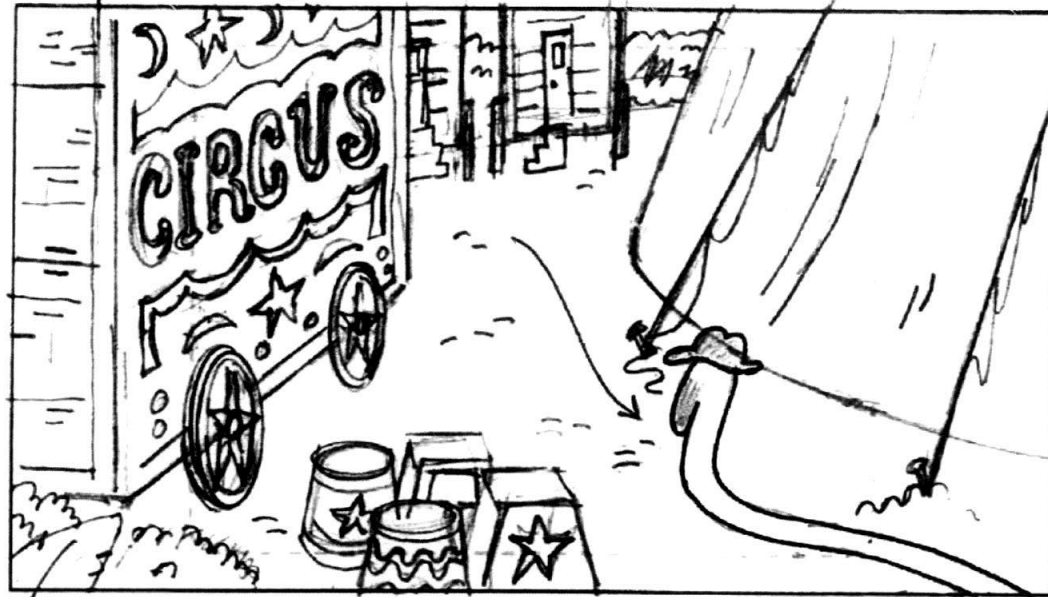


Page **503**

Sc. 183 *cont* Pnl. D

Bg.

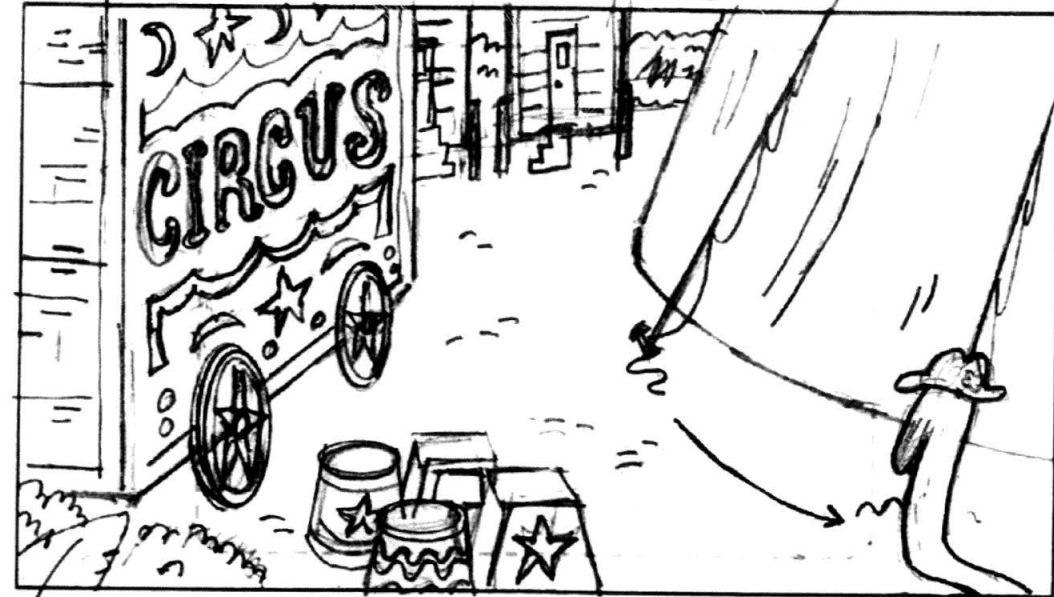
day night



Sc. 183 *cont* Pnl. E

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



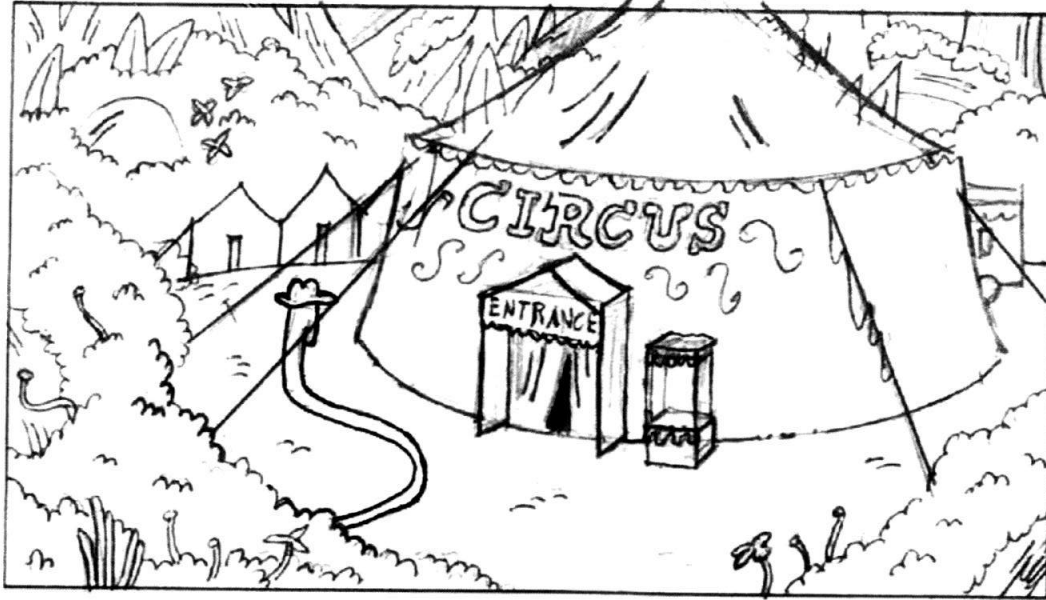
Page **504**

Sc. 184

Pnl. A

Bg.

day night

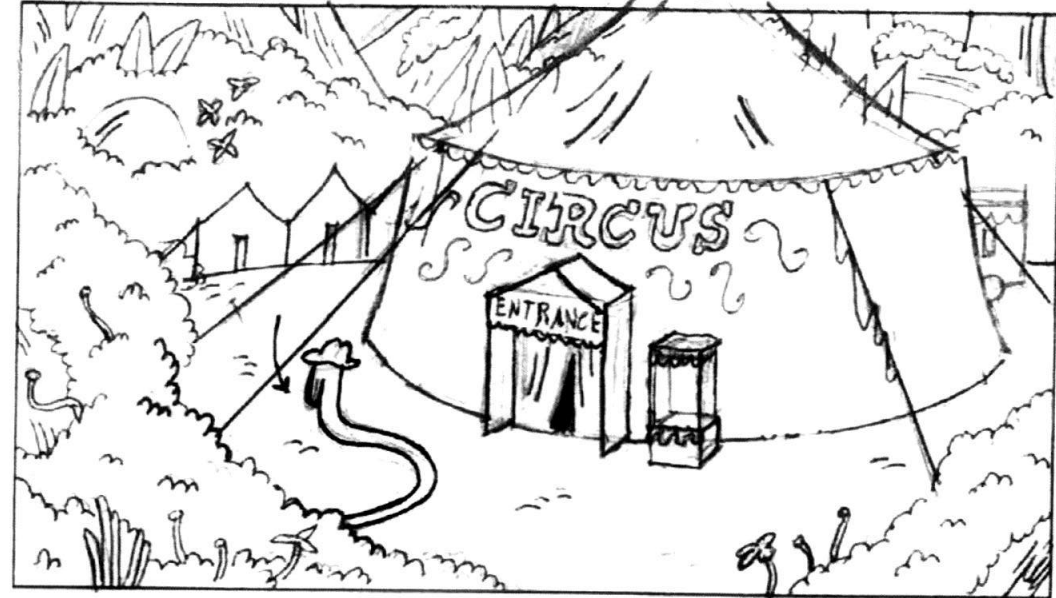


Sc. 184 cont

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP!

Action: - B.N. ZIPS THROUGH SCENE (BACKWARDS).
- (THERE ARE NO BUGS AT THE TENT ENTRANCE).

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

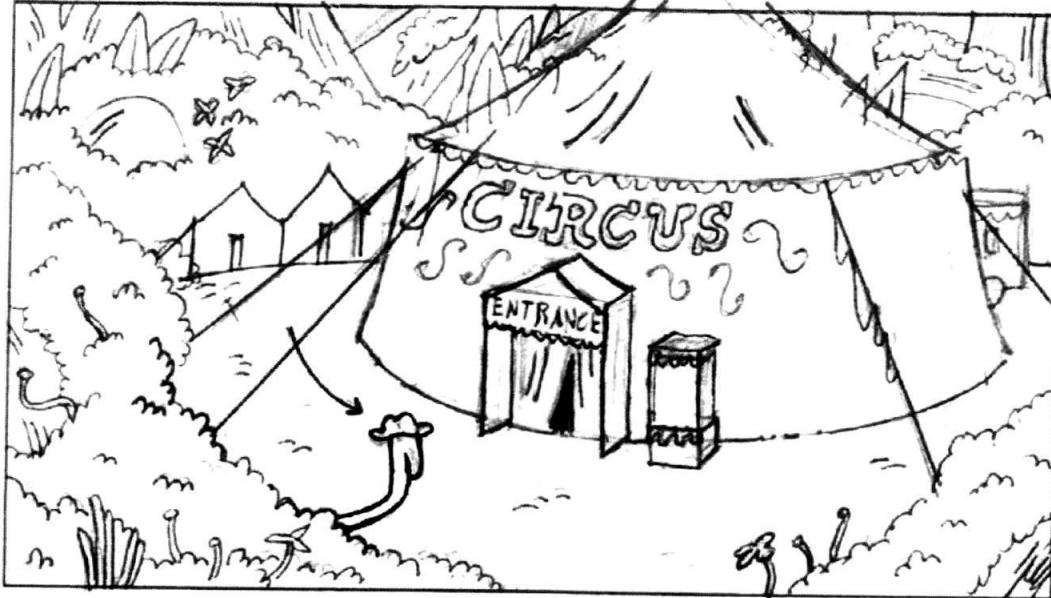


Page **505**

Sc. 184 *CONT* Pnl. C

Bg.

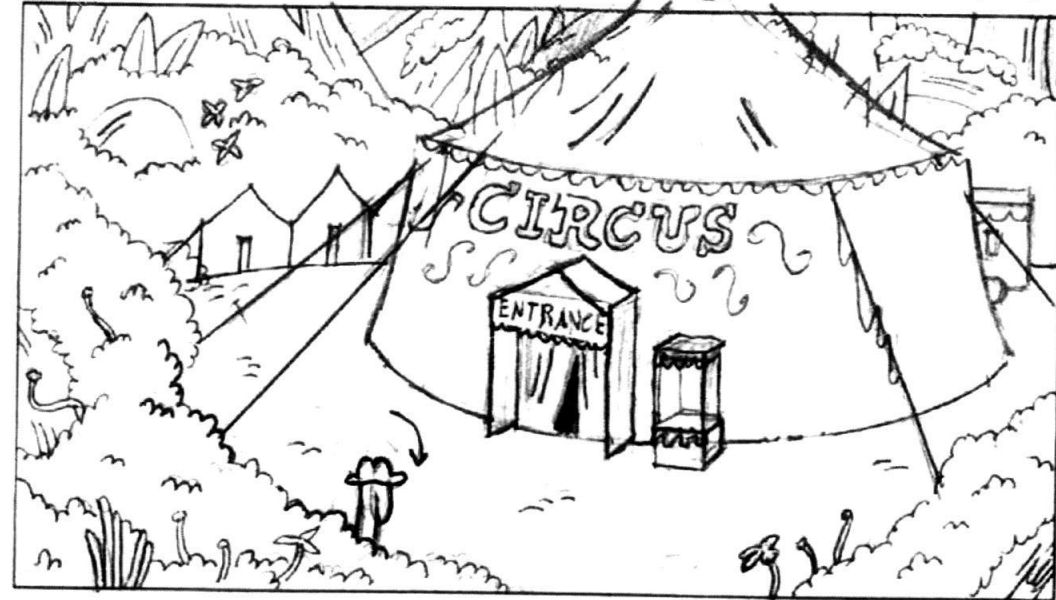
day night



Sc. 184 *CONT* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

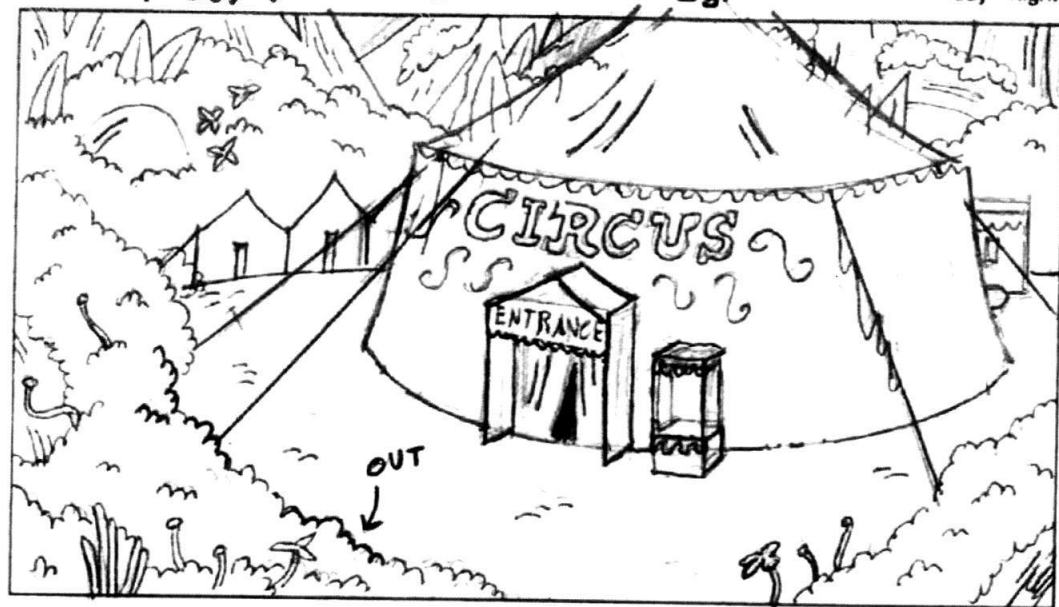
1025/162

ADVENTURE TIME

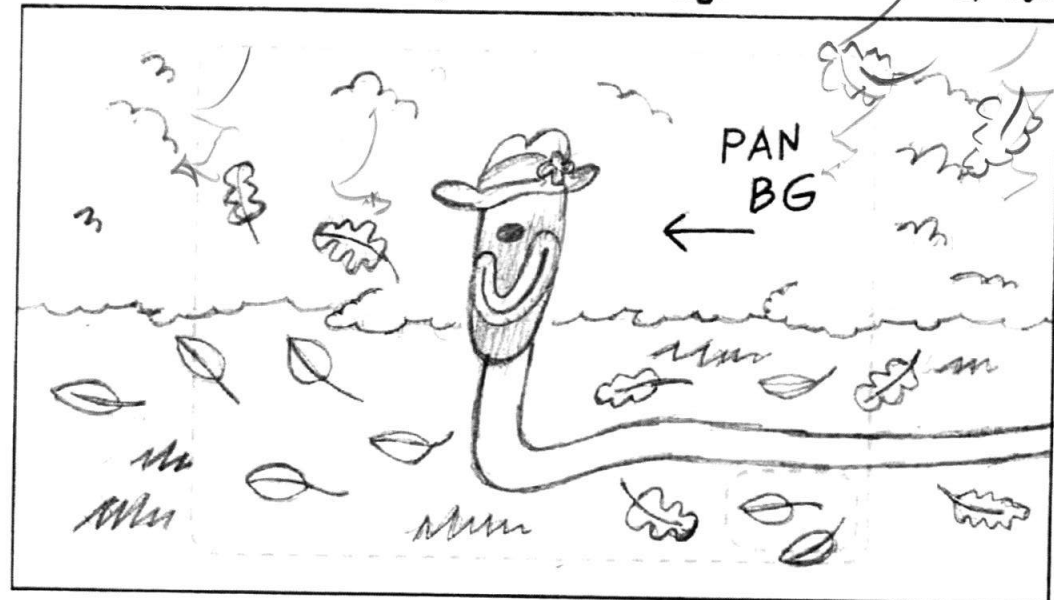


Page 506

Sc. 184 cont Pnl. E Bg. day night



Sc. 185 Pnl. A Bg. day night



Dialog:

SFX: ZZZIP! ...

DEC 13 2013

Action:

- ON B.N. ZIPPING THROUGH WOODS, KICKING UP LEAVES IN HIS WAKE.
- PAN BG, KEEP B.N. IN CENTER OF SCENE.
- ANIMATE B.N. WOBBLING (LIKE BAD INBETWEENS)

Timing:

TO SHOW HE IS MOVING QUICKLY ALONG THE BUMPY GROUND.

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



No Sc. 186

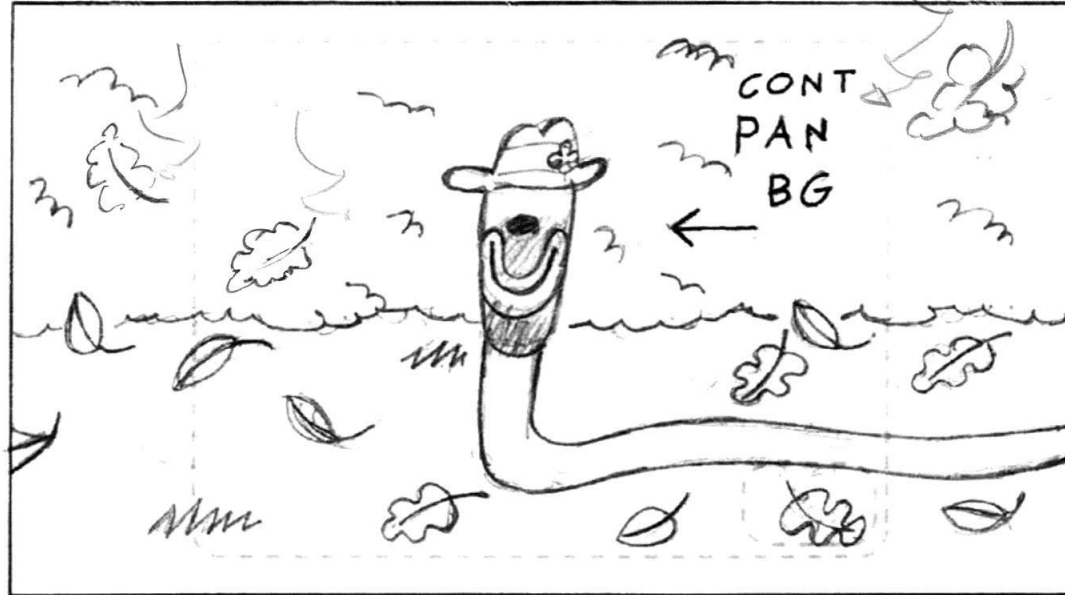
Page 507
507A NEXT
day night

Sc. 185 CONT

Pnl. B

Bg.

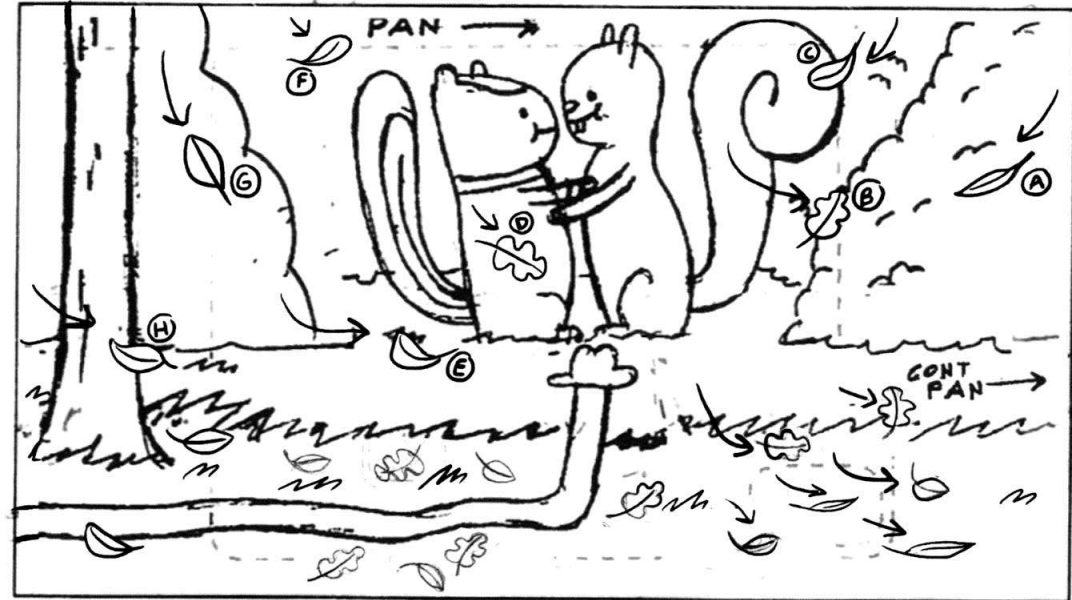
day night



Sc. 187

Pnl. A

Bg.



Dialog:

SFX: ZZZIP! ...

Action:

- B.N. IN FOREGROUND, KEEP IN CENTER, ANIMATE HIM WOBBLING TO SHOW HE IS MOVING QUICKLY ALONG THE BUMPY GROUND.

- PAN FOREGROUND ELEMENTS FAST.

DEC 13 2012

Timing:

- PAN FAR BG JUST A BIT.

- GORALINA AND A SQUIRREL ARE EMBRACING HAPPILY.

- NOTE: FALLING LEAVES ARE IN FOREGROUND

THEY PAN W/FOREGROUND AS THEY FALL

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page 507A

~~508 NEXT~~
day night

Sc. 187 *CONT*

Pnl. B

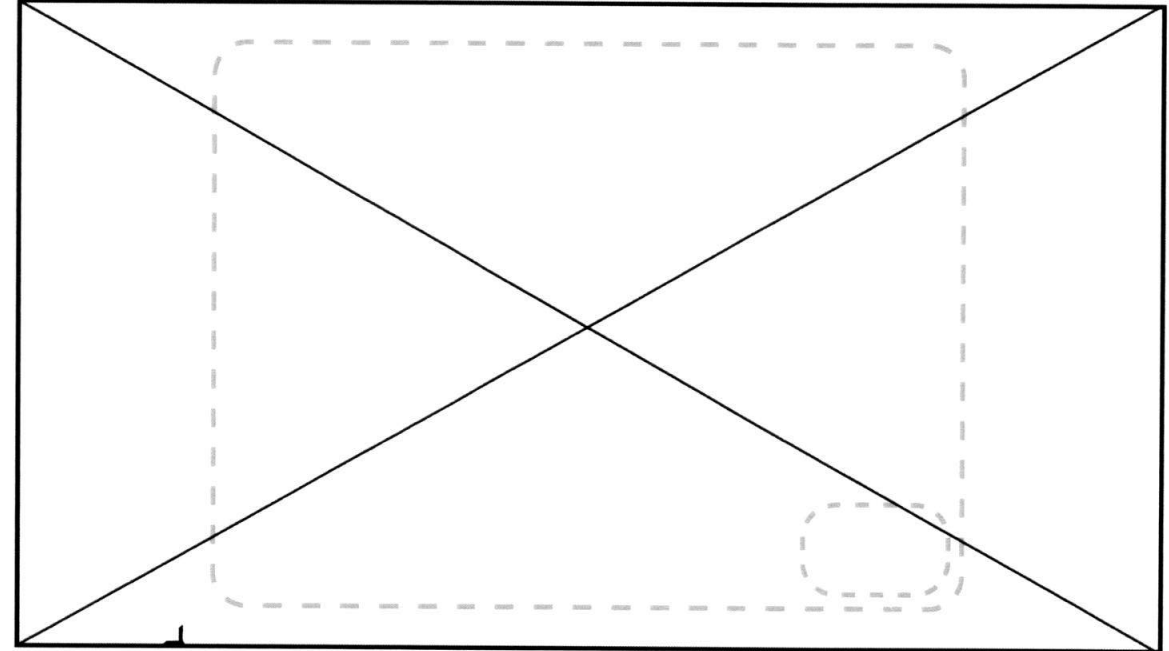
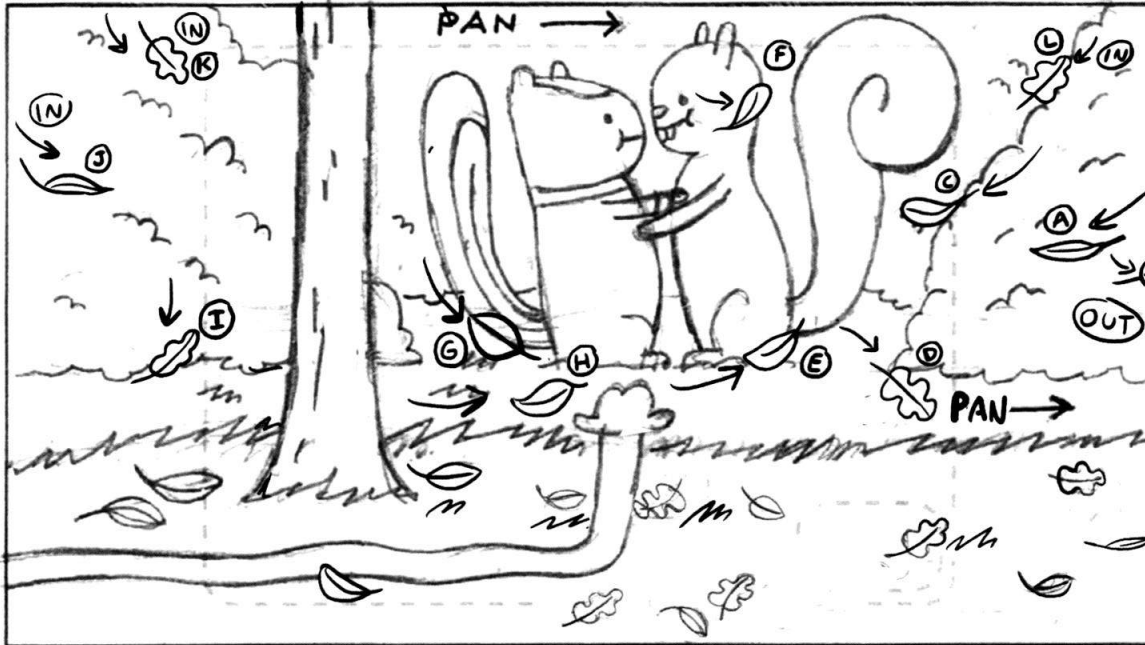
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

SFX = ZZ ZIP! ...

Action:

Timing:

- NOTE: FALLING LEAVES PAN W/ FOREGROUND

DEC 13 2013

EPISODE #

1025/162

Production:

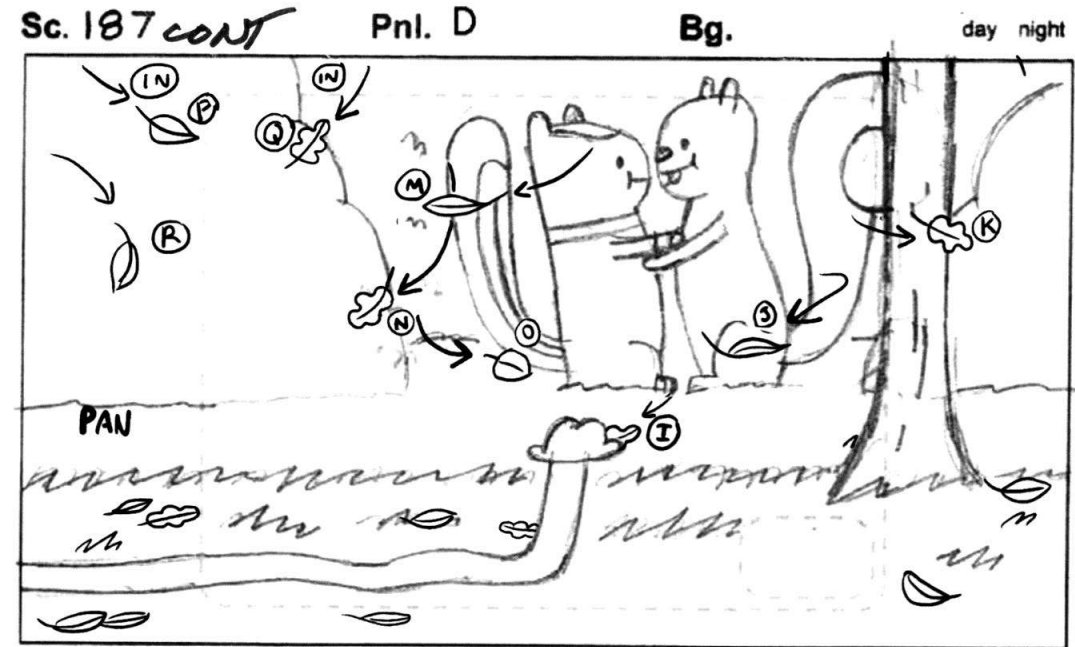
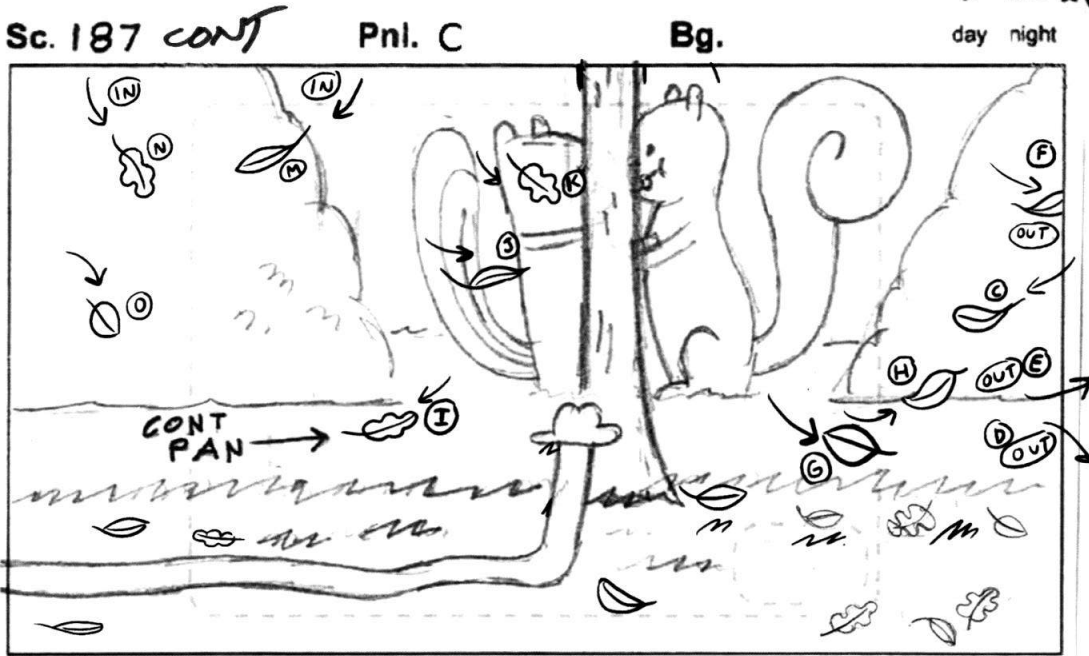
1025/162

1025/162

ADVENTURE TIME



Page 508



Dialog:
Action:
Timing: - NOTE: FALLING LEAVES PAN W/ FOREGROUND

DEC 13 2013

EPISODE #

Production :

1025/162

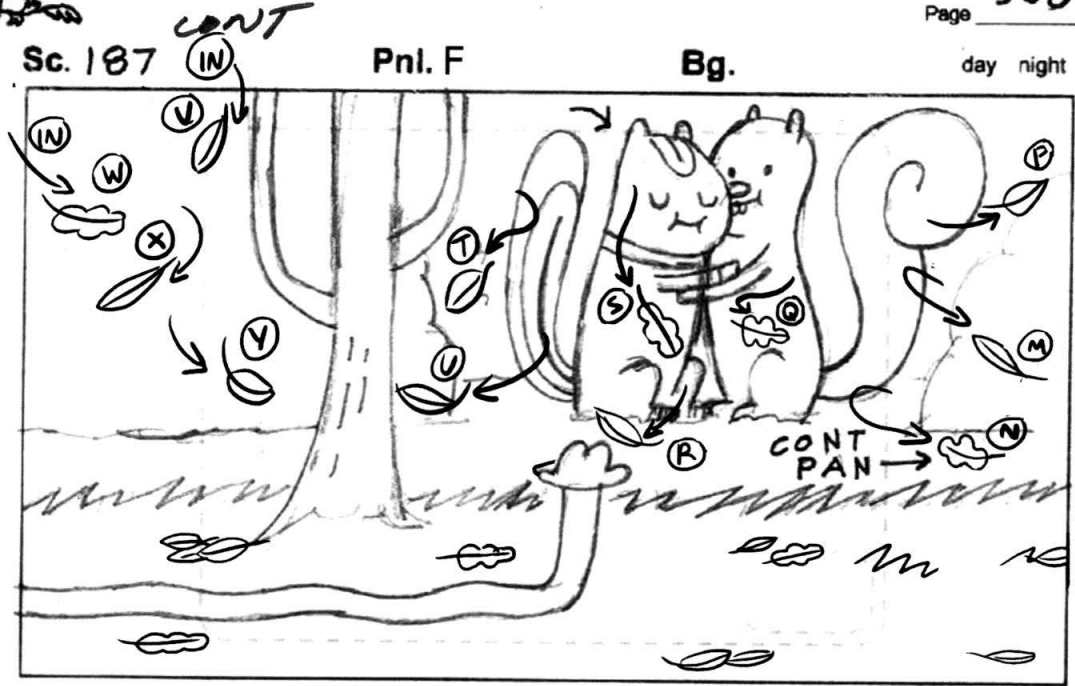
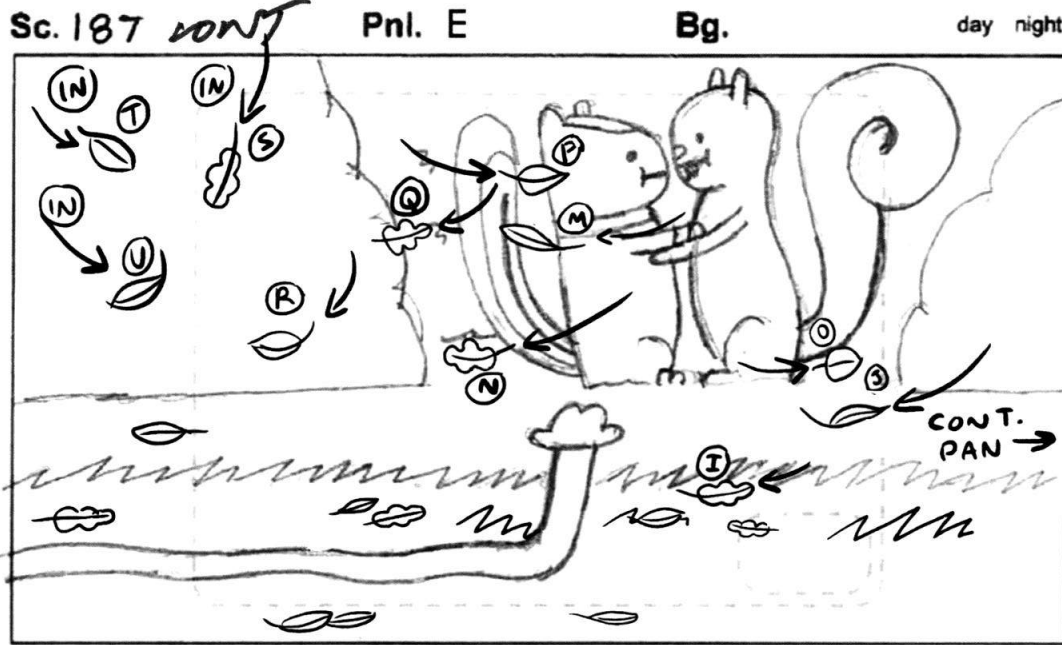
1025/162

1025/162

ADVENTURE TIME



Page 509



Dialog:	
Action:	(SHIFT POSE OF GORALINA AND SQUIRREL, TO MORE OF AN EMBRACE.)
Timing:	

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

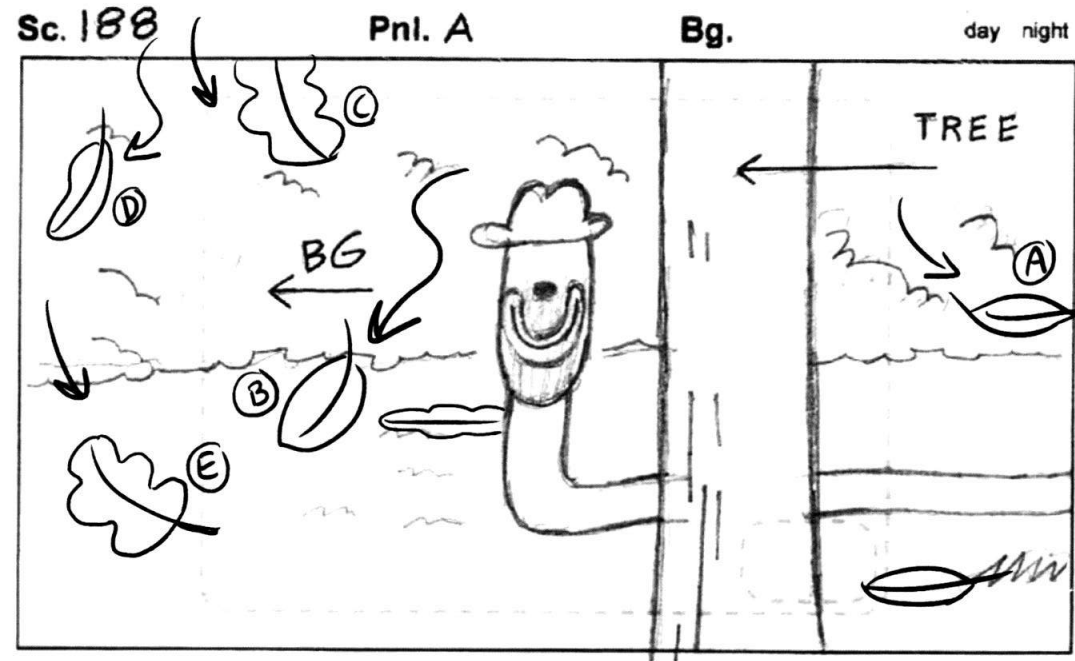
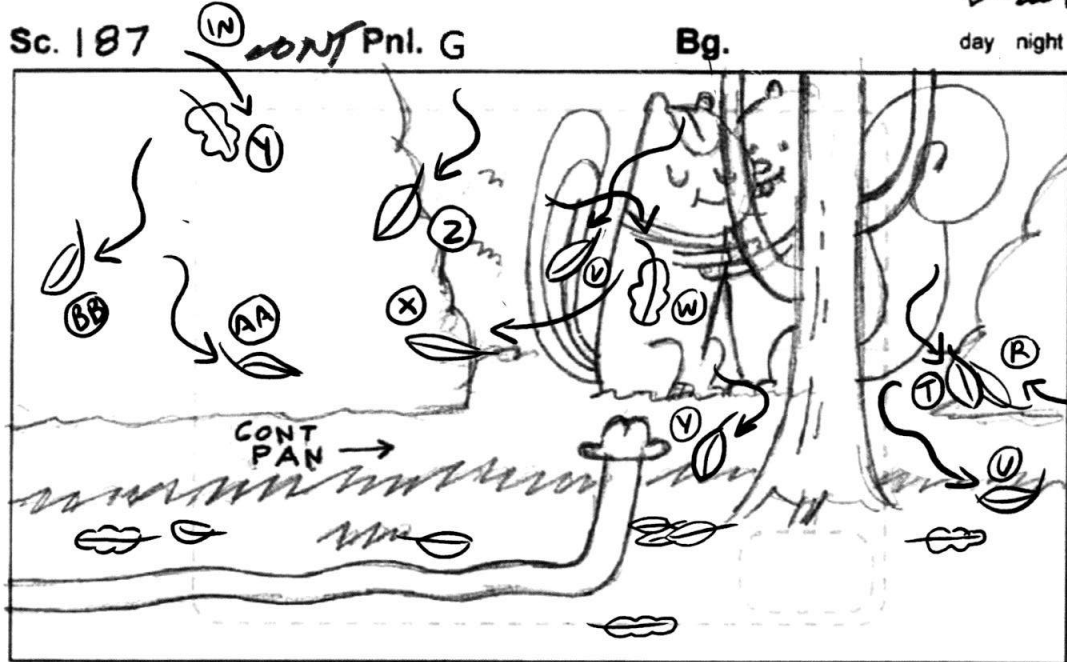
1025/162

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ADVENTURE TIME



Page 510



EPISODE #

Production :

Dialog:	SFX: ZZZIP! ...
Action:	DEC 13 2013 - B.N. IN CENTER OF SCREEN, WOBBLING A BIT. - PAN BG / PAN TREE THROUGH FOREGROUND - B.N. IS LOOKING HAPPILY AT GORALINA AND
Timing:	HER FRIEND THE SQUIRREL.

1025/162

1025/162

1025/162

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ADVENTURE TIME

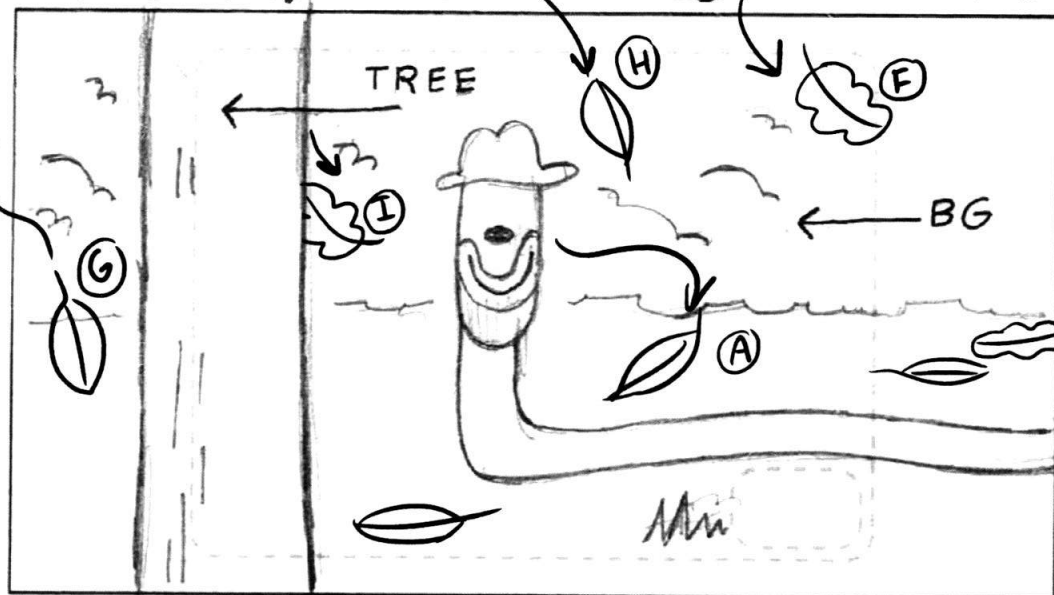


Page 511

Sc. 188 CONT Pnl. B

Bg.

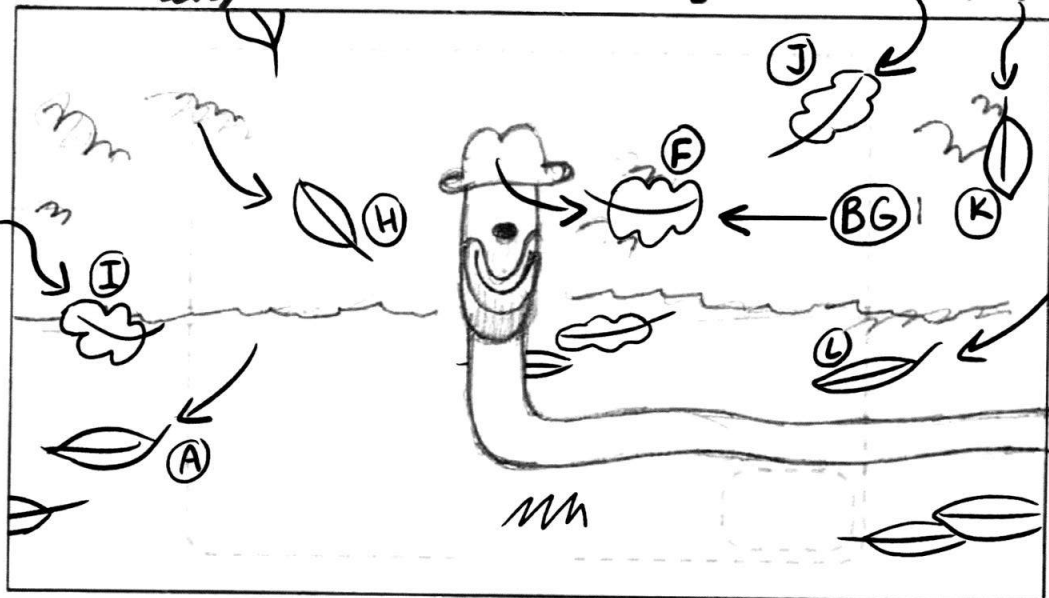
day night



Sc. 188 CONT Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 18 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

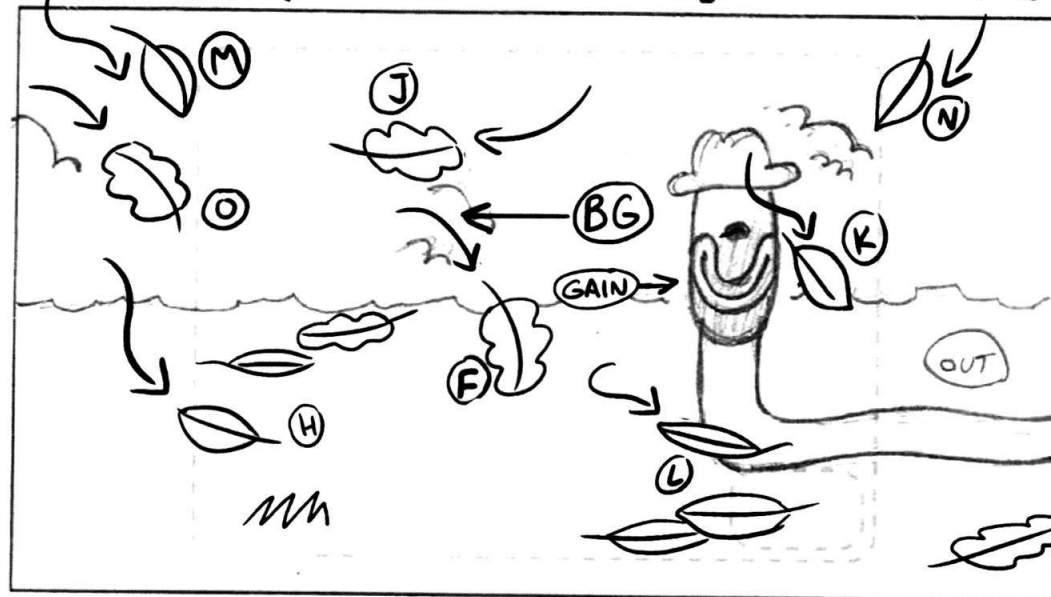


Page 512

Sc. 188 CONT Pnl. D

Bg.

day night

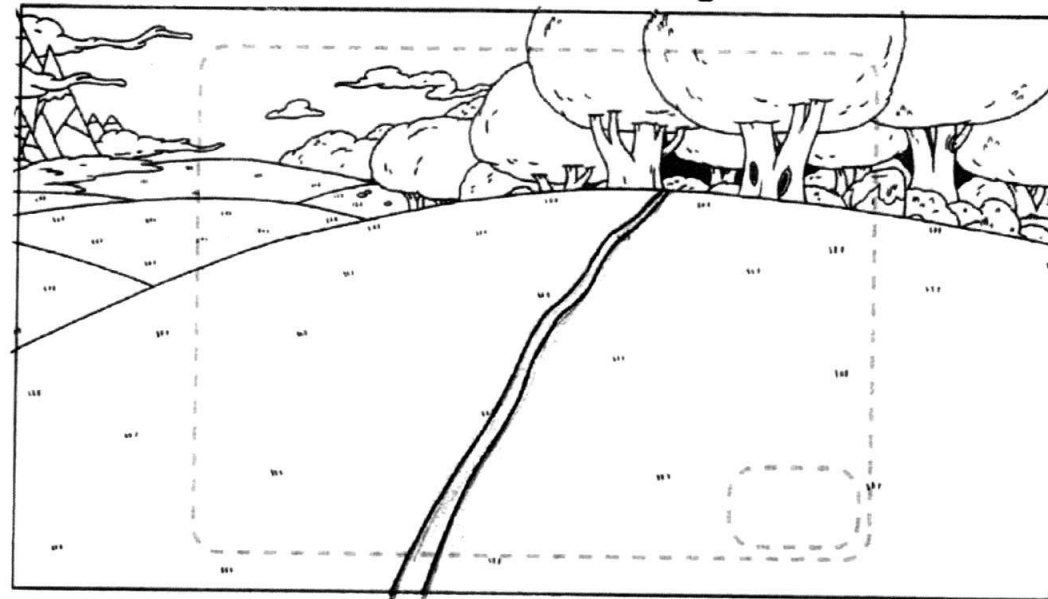


Sc. 189

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action:

B.N. GAINS OUT

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

Production :

EPISODE #

1025/162

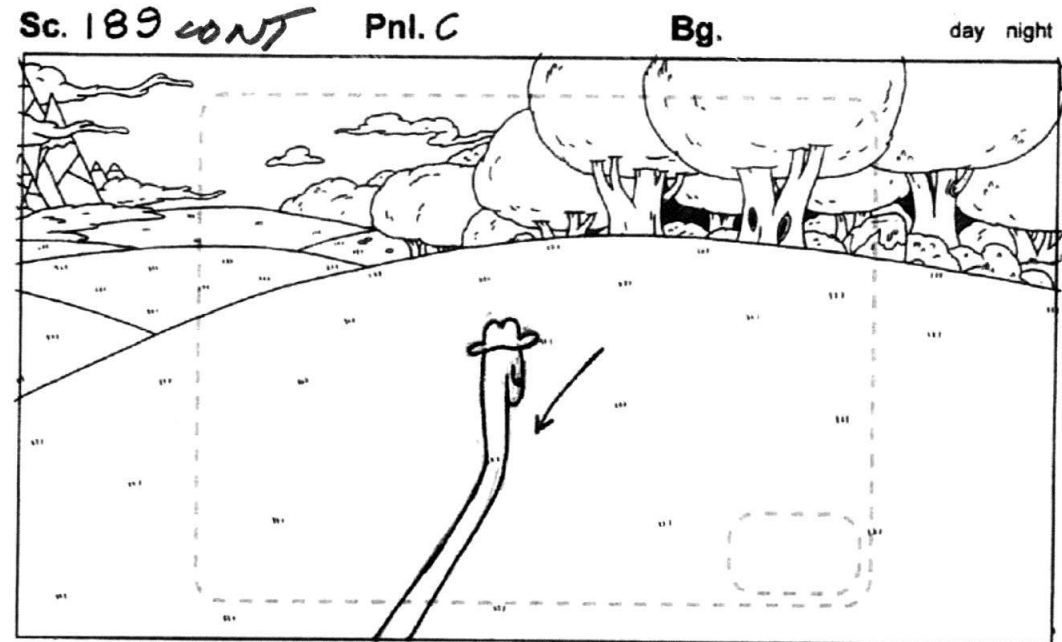
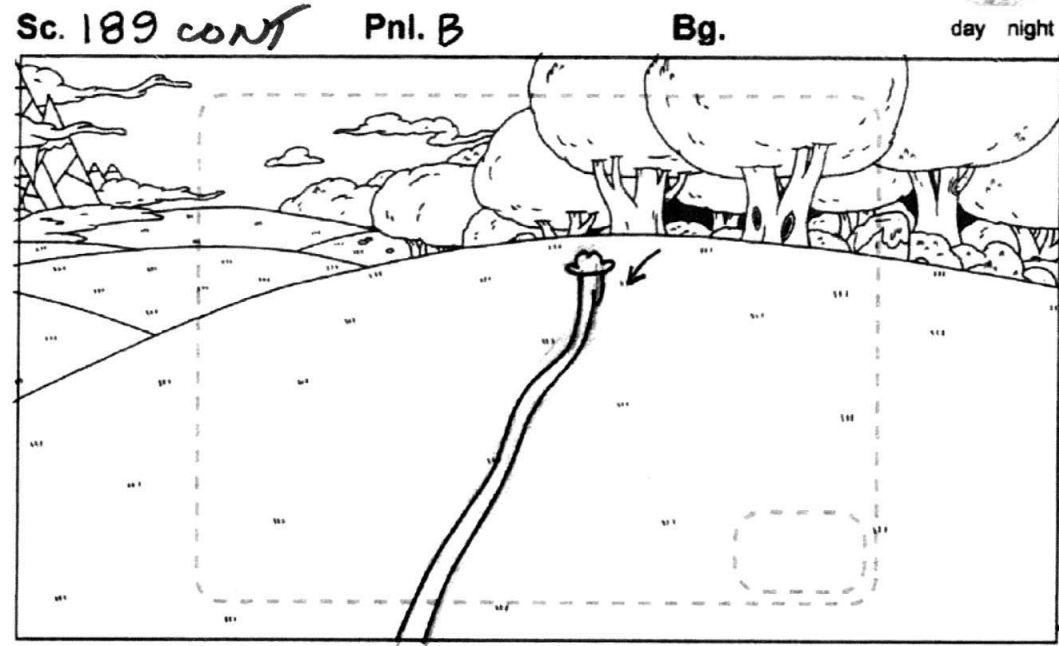
1025/162

1025/162

ADVENTURE TIME



Page **513**



EPISODE #

Dialog:

Action:

DEC 13 2013

Timing:

Production :

1025/162

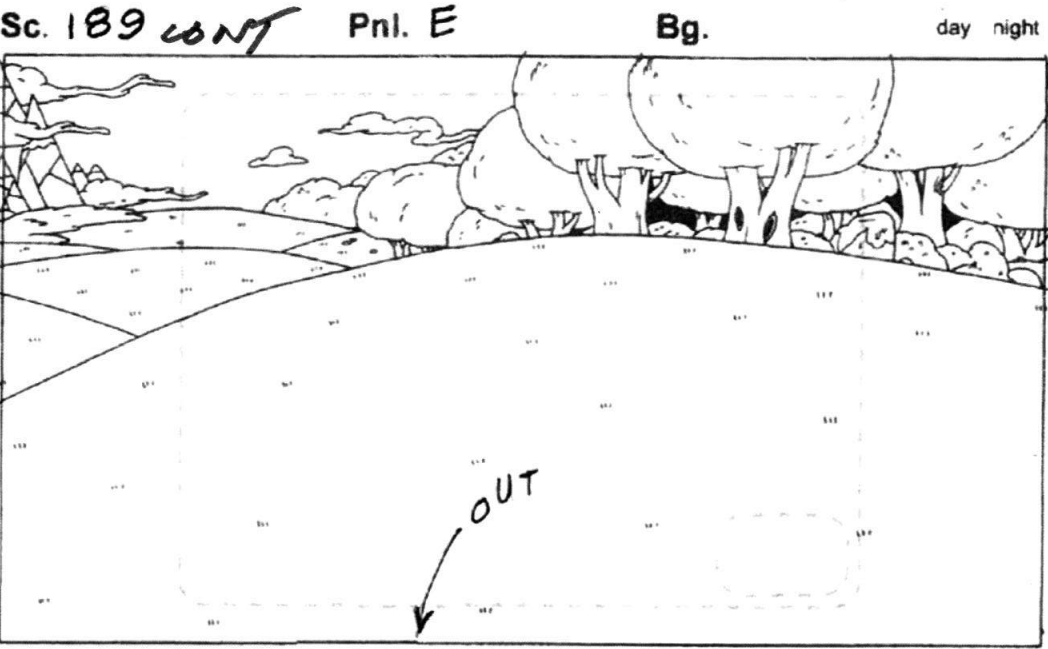
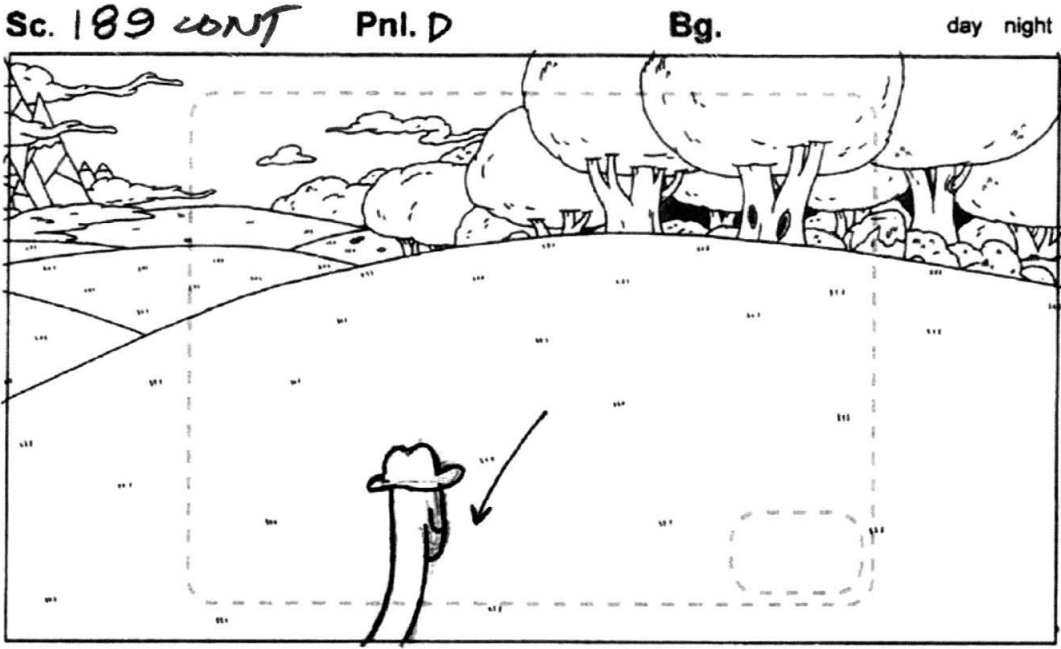
1025/162

1025/162

ADVENTURE TIME



Page 514



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME



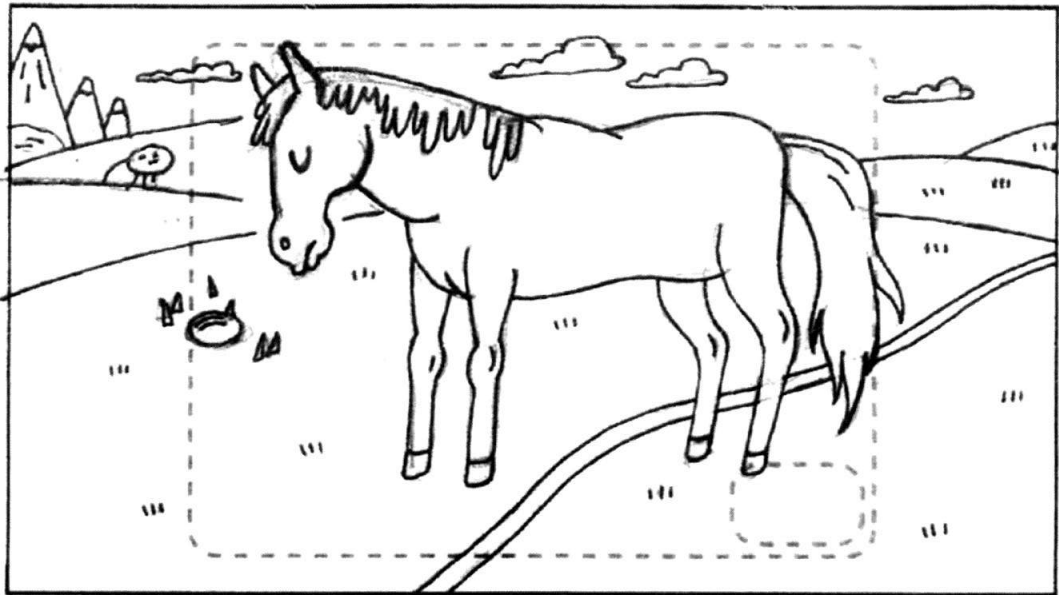
Page 515

Sc. 190

Pnl. A

Bg.

day night

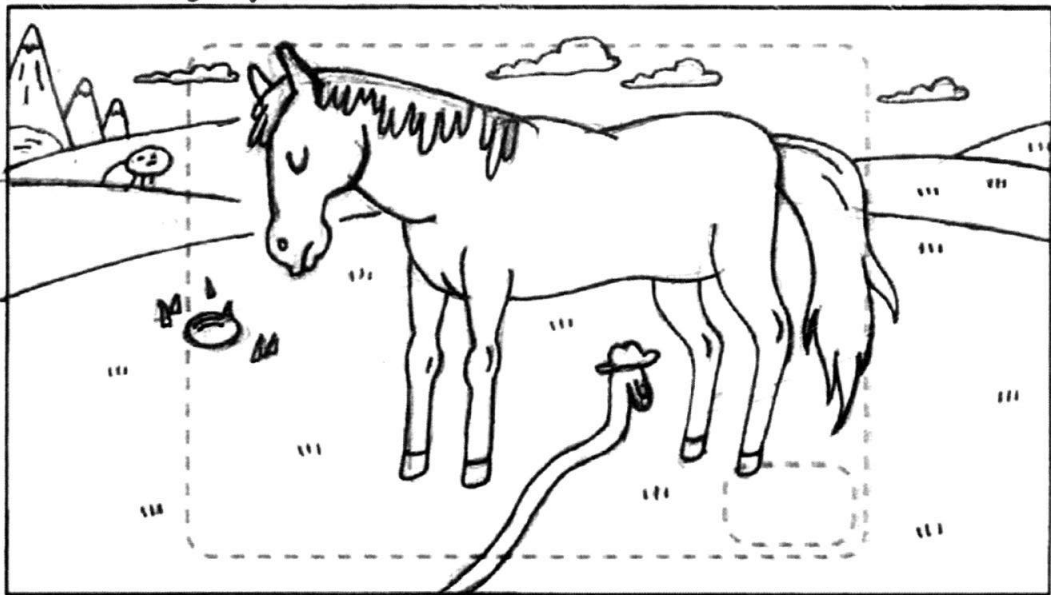


Sc. 190 *cont*

Pnl. B

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action:

- B.N. ZIPS THROUGH SCENE (BACKWARDS).
- SCENE SETUP IS LIKE SC.25 BUT MUCH WIDER TO SHOW THE WHOLE HORSE.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

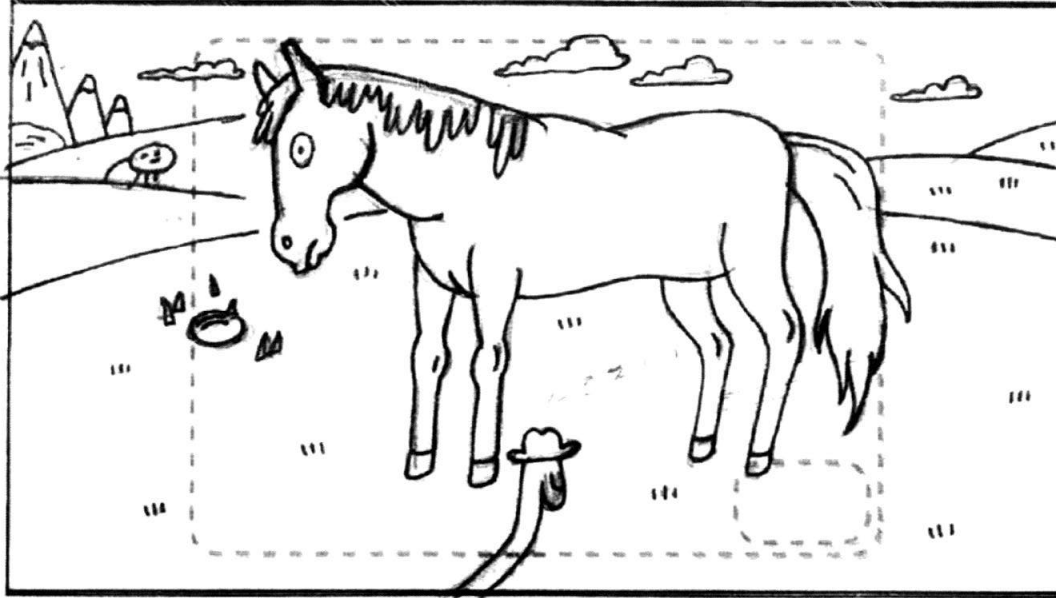


Page **516**

Sc. 190 *CONT* Pnl. C

Bg.

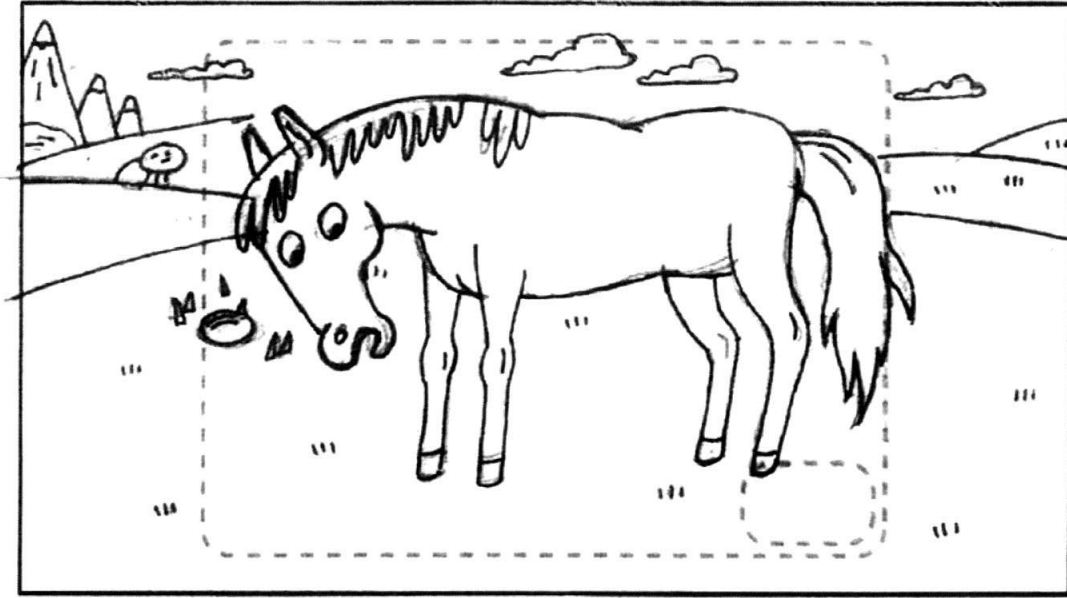
day night



Sc. 190 *CONT* Pnl. D

Bg.

day night



Dialog:

SFX: ZZZIP! X

HORSE: [NEIGH]

Action: HORSE REACTS TO THE ZZZIP! SOUND.
(OPENS EYE.)

DEC 13 2013

Timing:

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



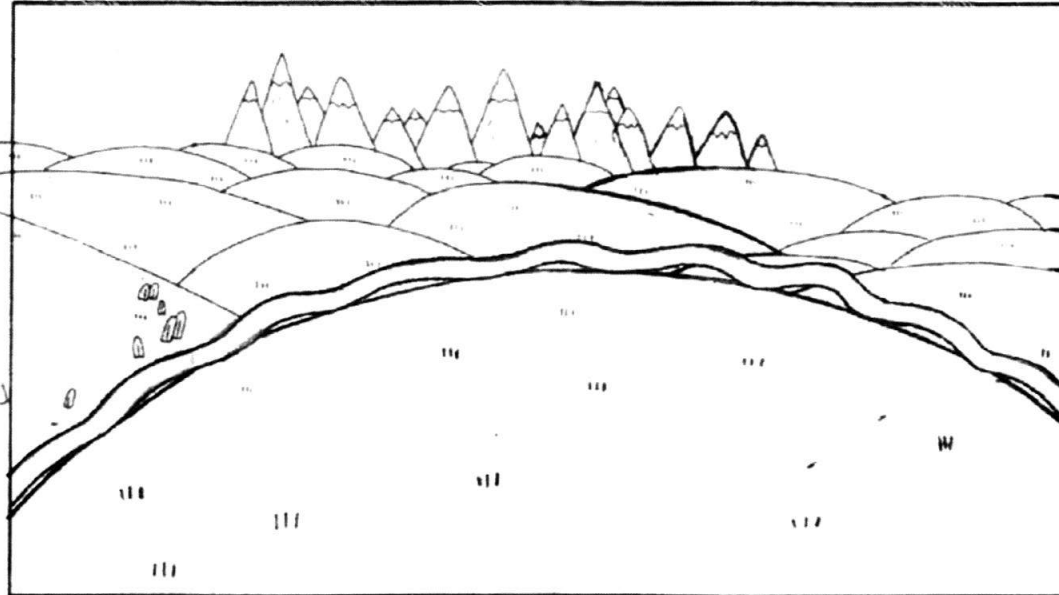
Page **517**

Sc. 191

Pnl. A

Bg.

day night

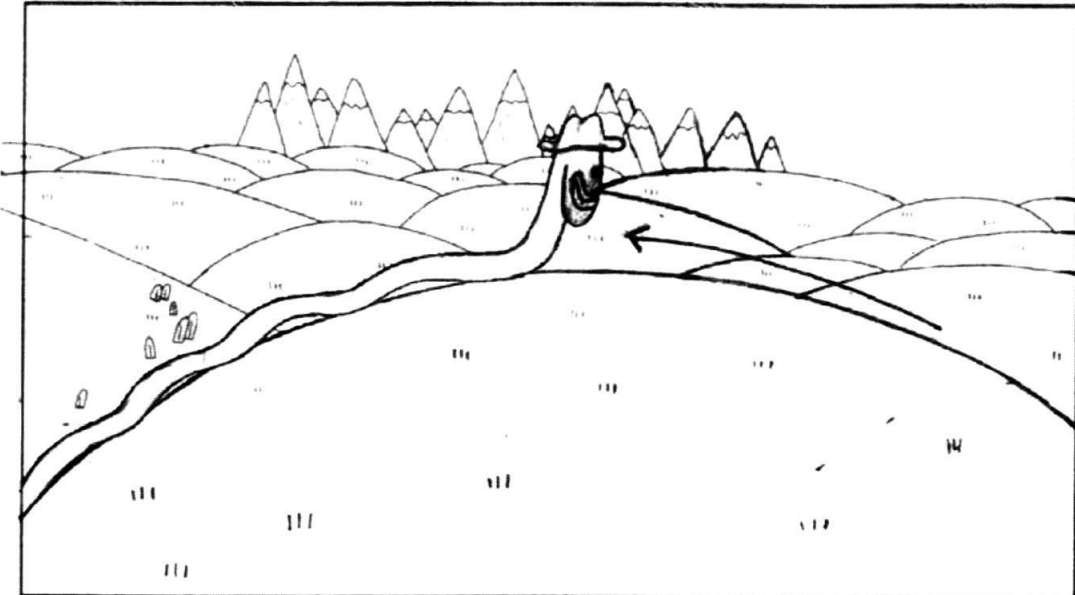


Sc. 191 *cont*

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP! ...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME

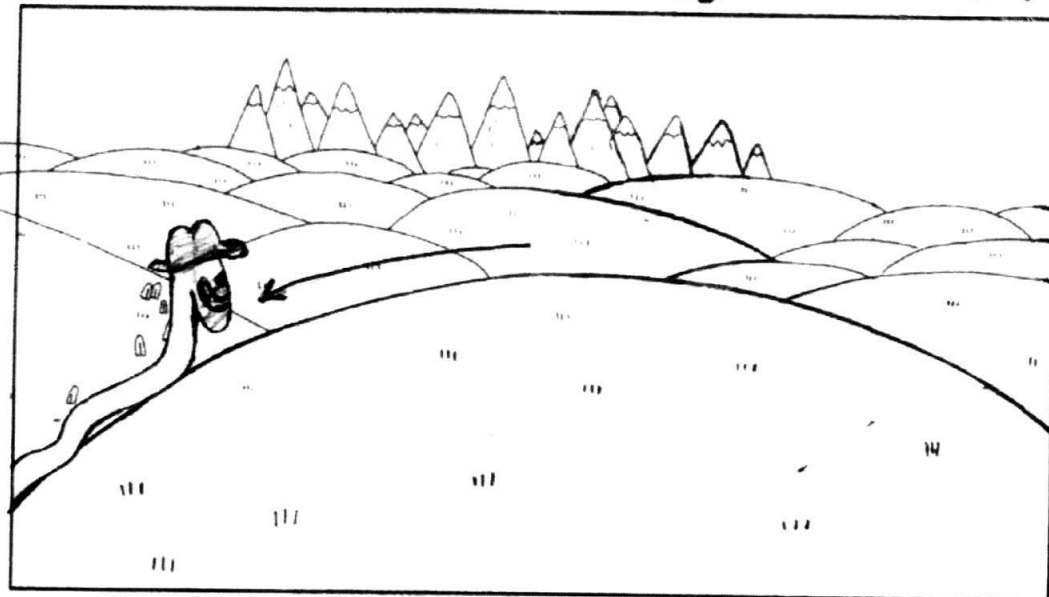


Page **518**

Sc. 191 *cont* Pnl. C

Bg.

day night

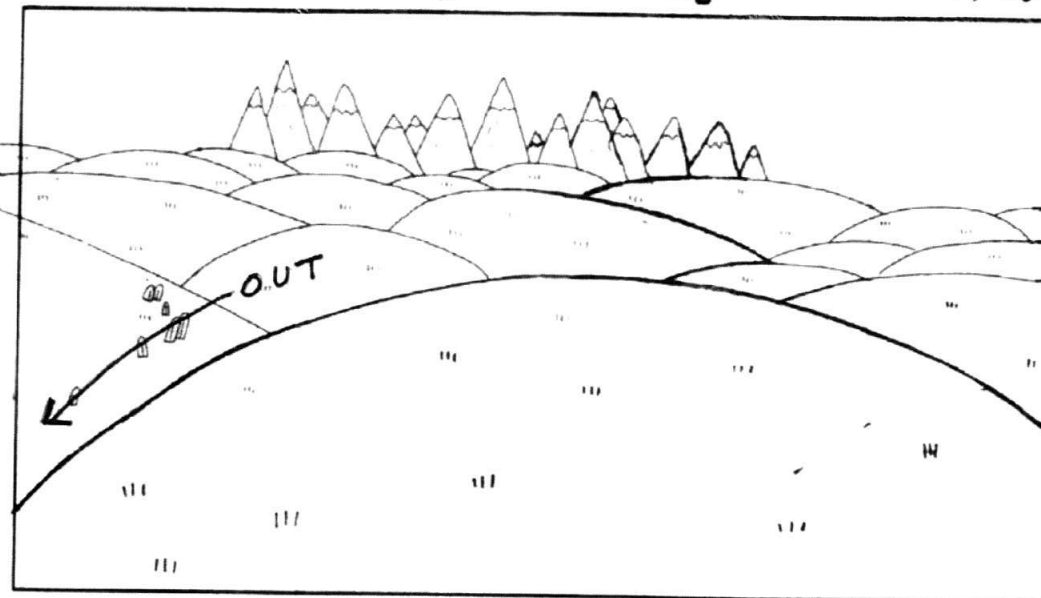


Sc. 191 *cont*

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



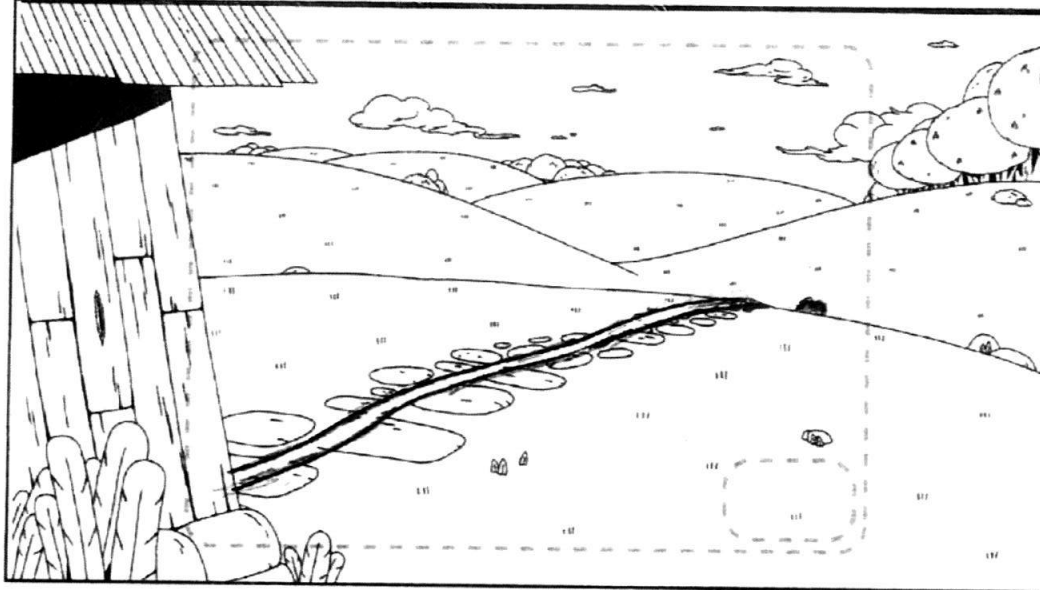
Page **519**

Sc. 192

Pnl. A

Bg.

day night

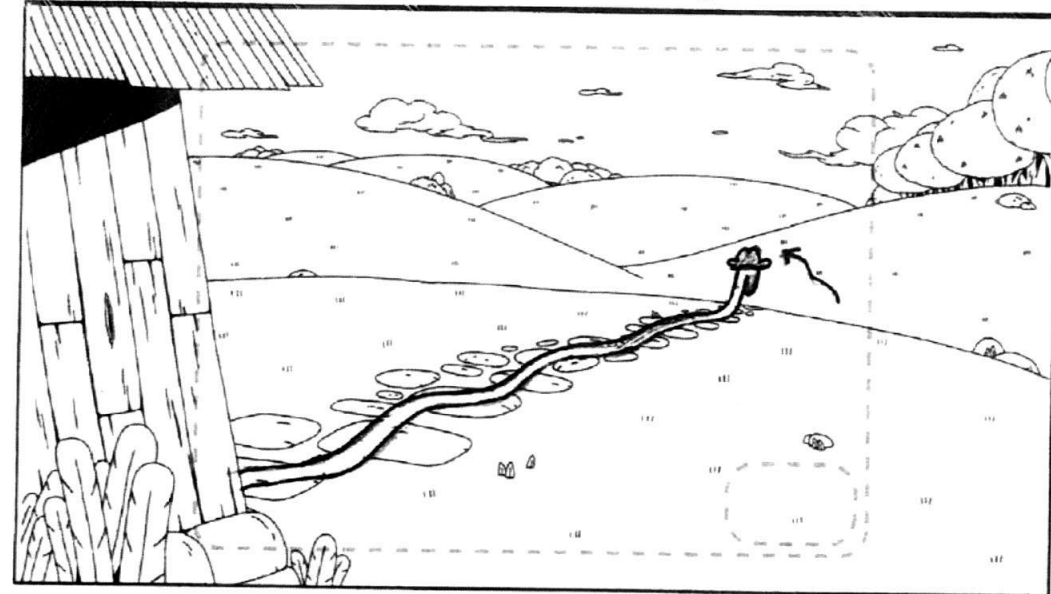


Sc. 192 *cont*

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP!

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).
... AND INTO THE HOUSE.

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

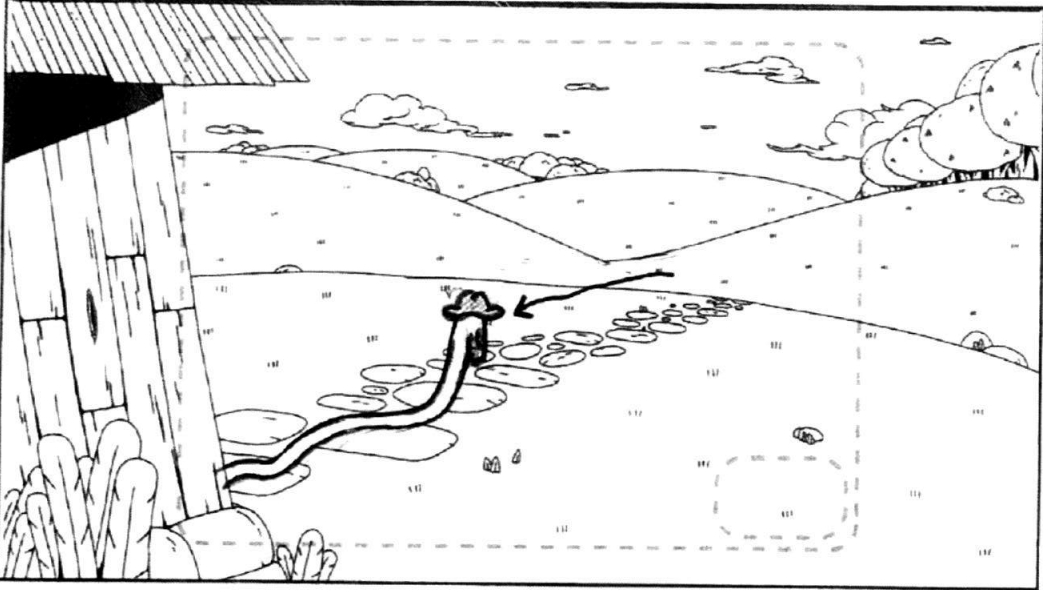


Page 520

Sc. 192 *cont* Pnl. C

Bg.

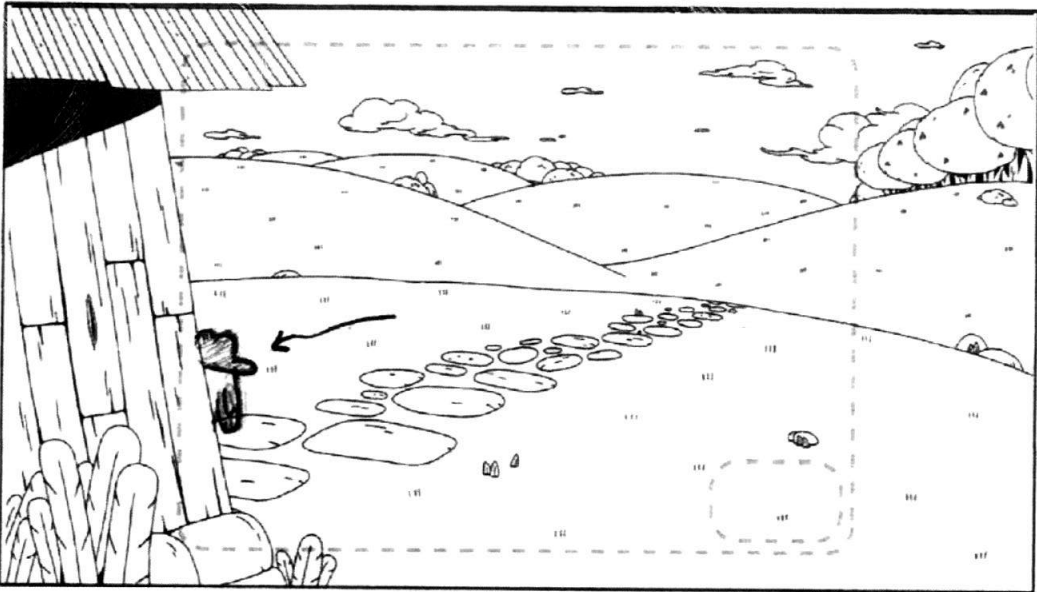
day night



Sc. 192 *cont* Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

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1025/162

1025/162

1025/162

ADVENTURE TIME



Sc. 193 Pnl. A Bg. day night



Sc. 193 CONT Pnl. B Bg. day night



Dialog: SFX: ZZZIP!...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing: 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

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ADVENTURE TIME



Page 522

Sc. 193 *CONT*

Pnl. C

Bg.

day night



Sc. 193 *CONT*

Pnl. D

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

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1025/162

1025/162

1025/162

ADVENTURE TIME



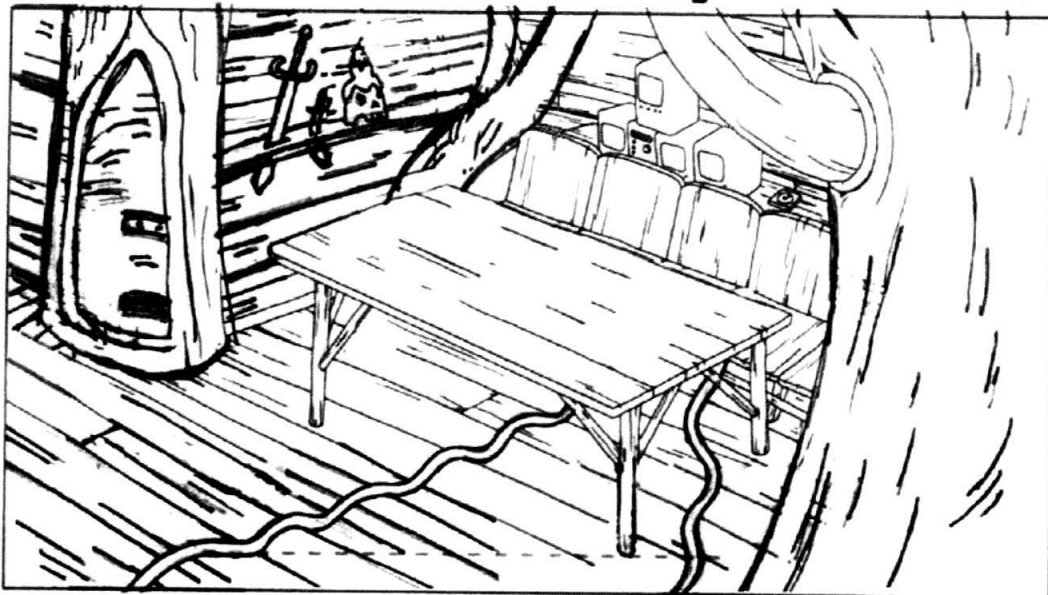
Page 523

Sc. 194

Pnl. A

Bg.

day night

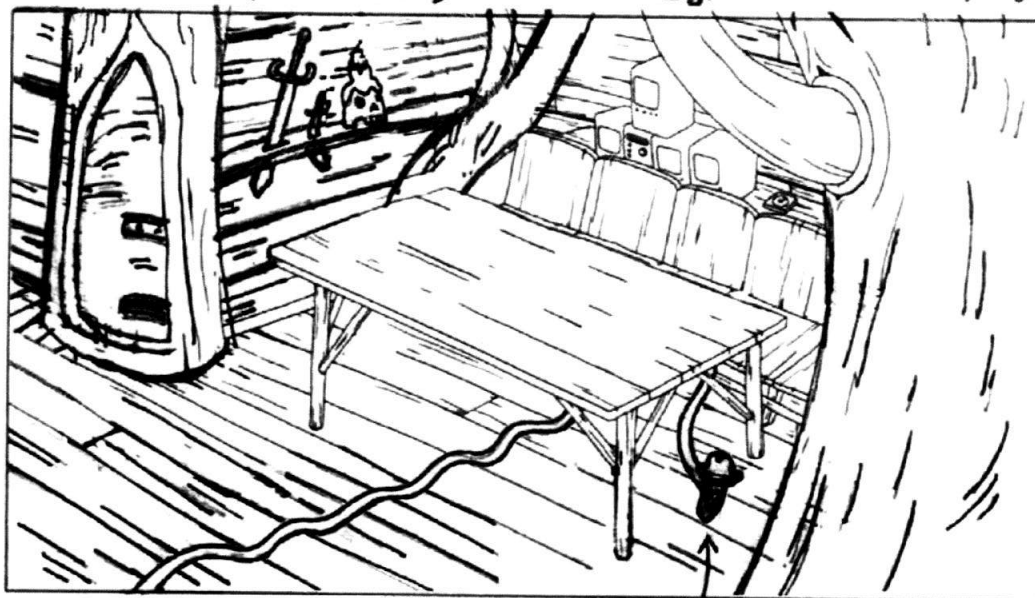


Sc. 194 cont

Pnl. B

Bg.

day night



Dialog: SFX: ZZZIP! ...

Action: B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

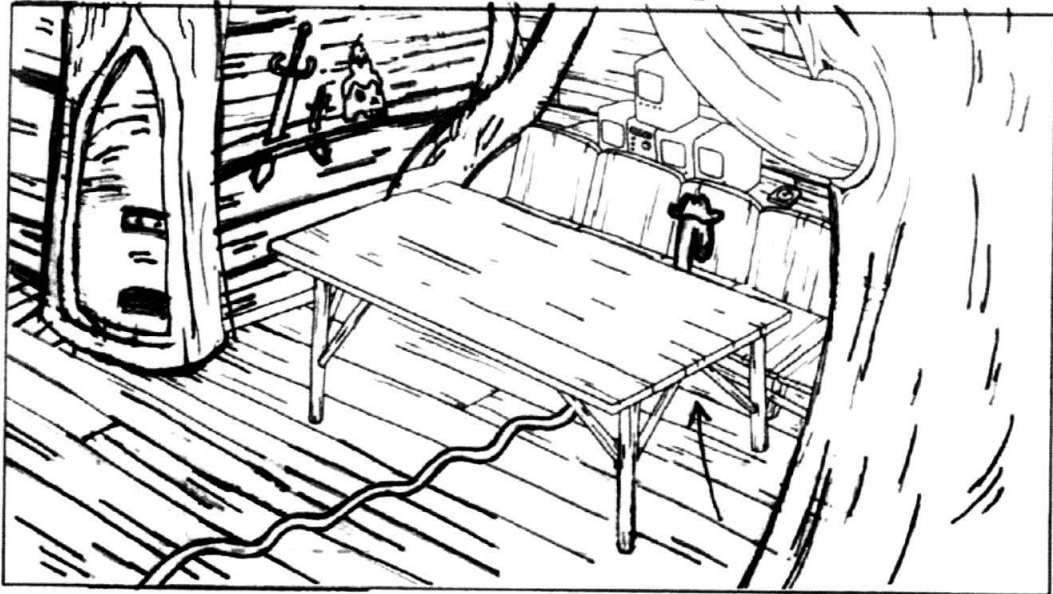
1025/162

ADVENTURE TIME

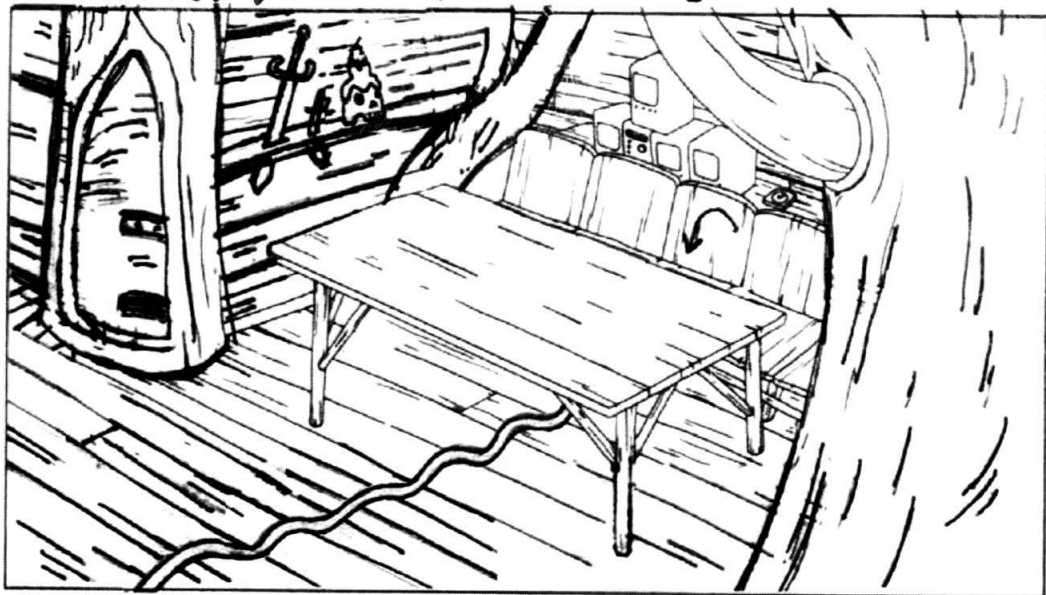


Page **524**

Sc. 194 *cont* Pnl. C Bg. day night



Sc. 194 *cont* Pnl. D Bg. day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

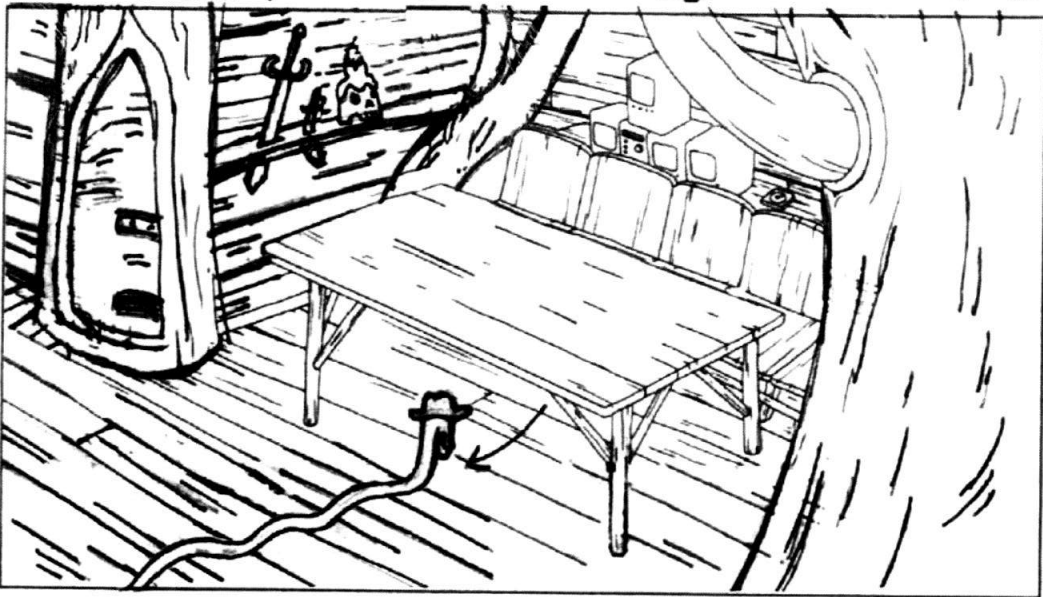


Page 525

Sc. 194 *cont* Pnl. E

Bg.

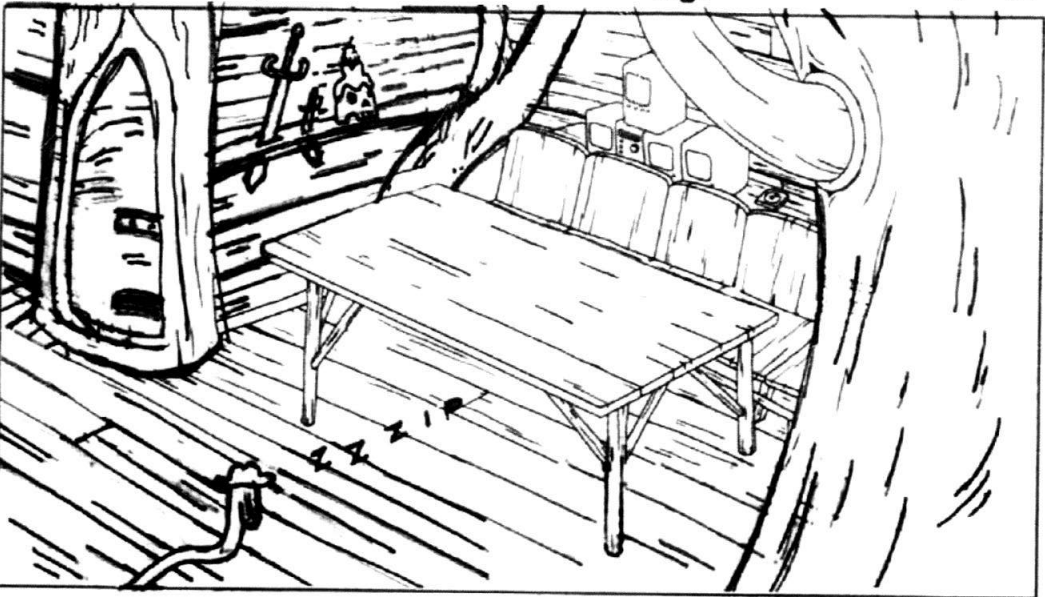
day night



Sc. 194 *cont* Pnl. F

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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1025/162

ADVENTURE TIME

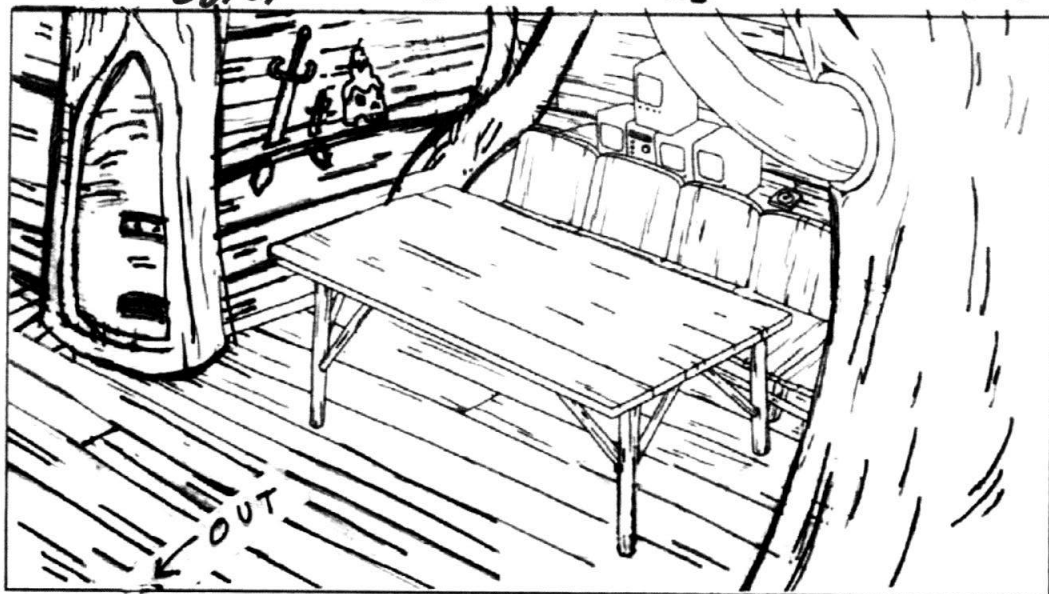


Page 526

Sc. 194 *cont* Pnl. G

Bg.

day night

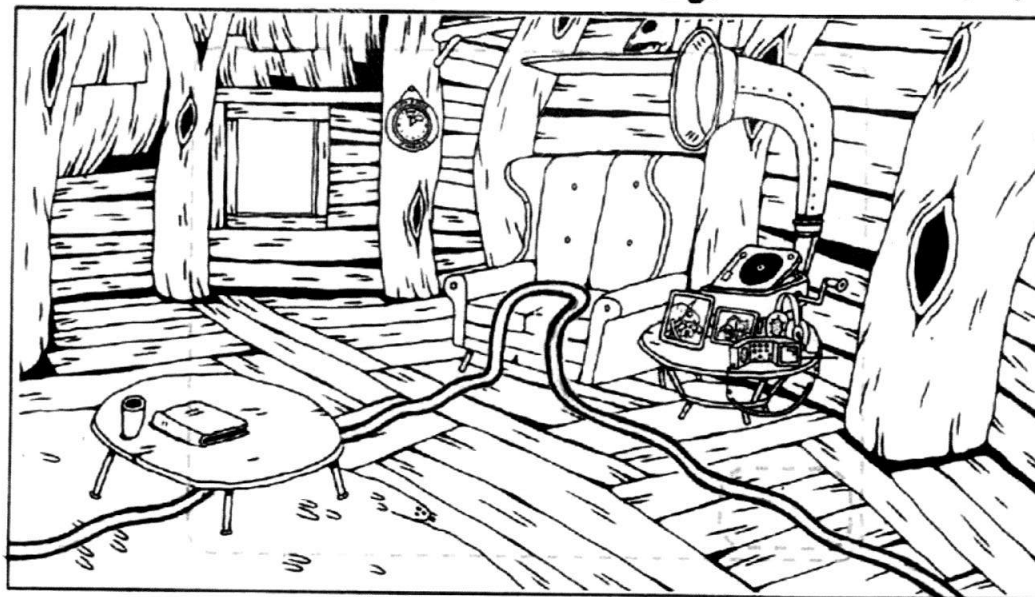


Sc. 195

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP! ...

Action:

B.N. ZIPS THROUGH SCENE (BACKWARDS).

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME

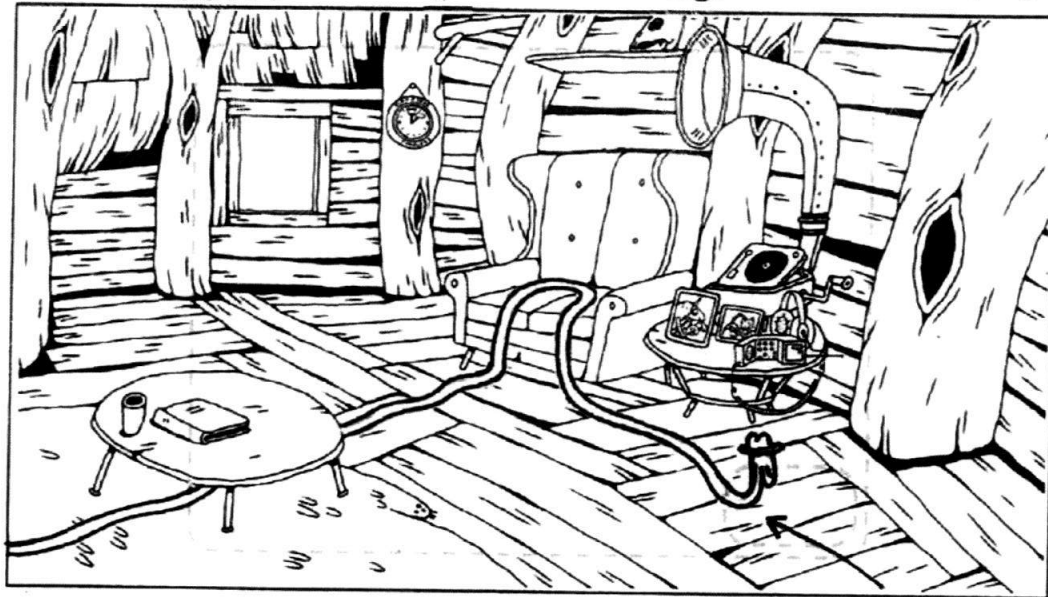


Page 527

Sc. 195 *CONT* Pnl. B

Bg.

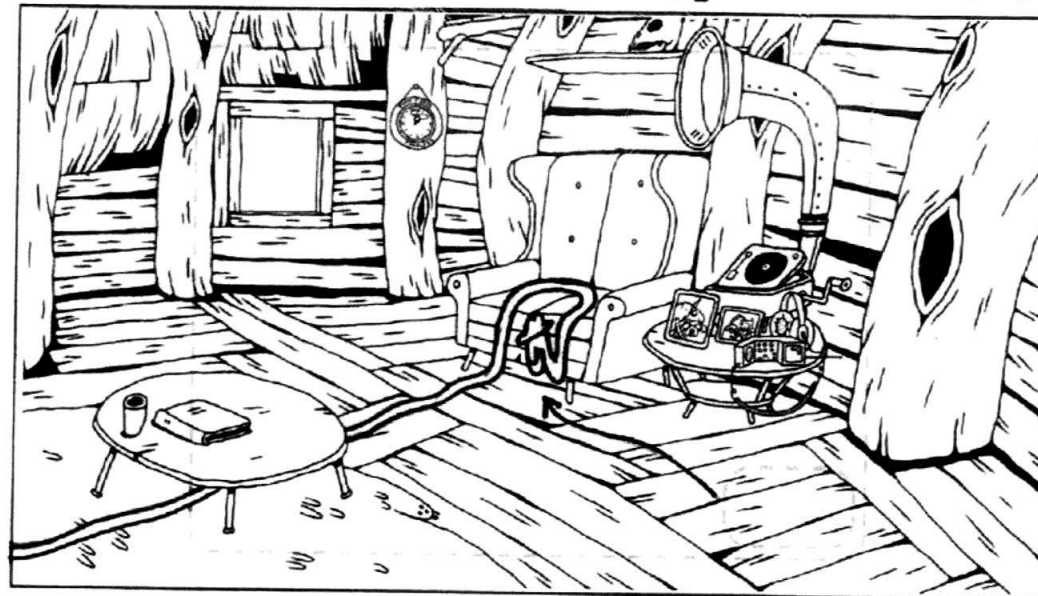
day night



Sc. 195 *CONT* Pnl. C

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

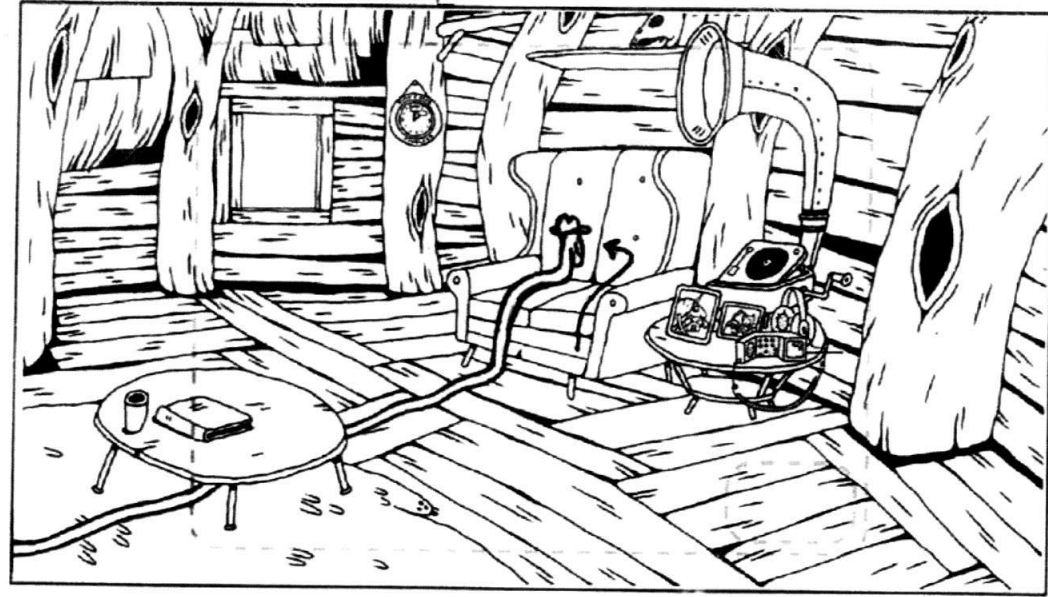
ADVENTURE TIME



Sc. 195 CONT Pnl. P

Bg.

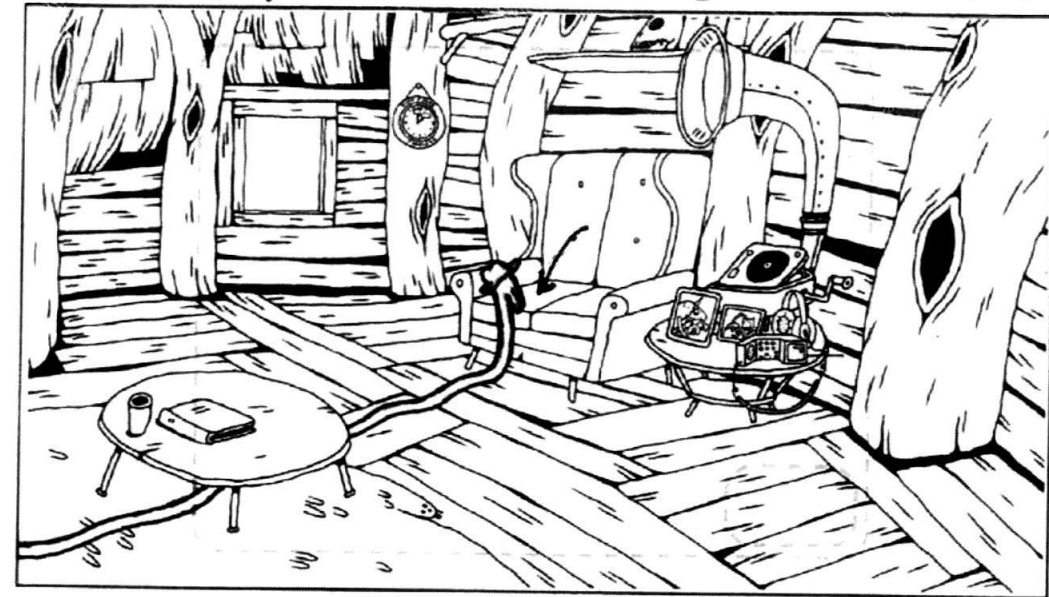
day night



Sc. 195 CONT Pnl. E

Bg.

day night



Dialog:
Action:
Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

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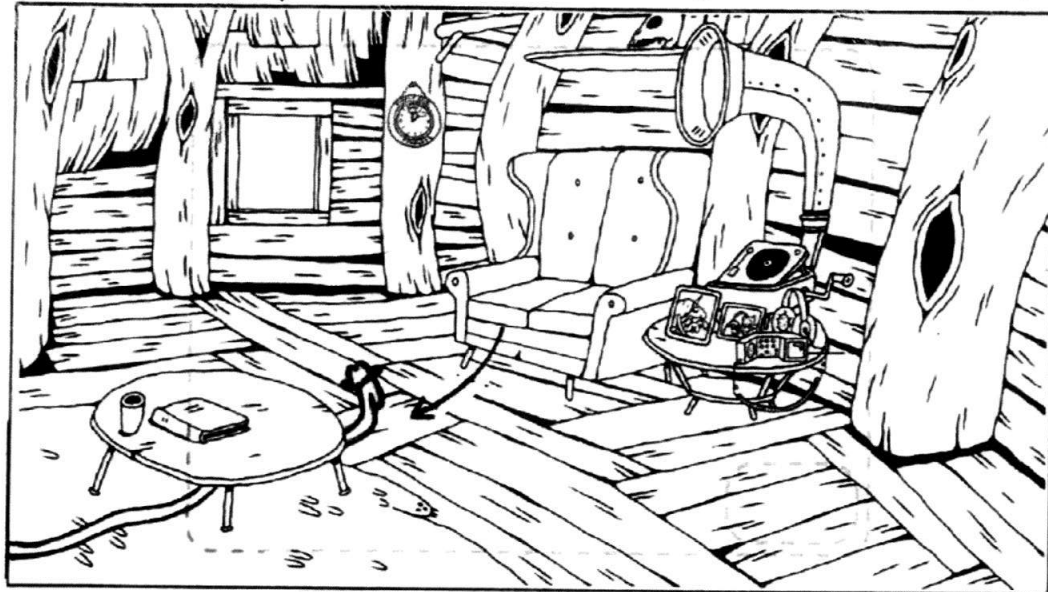


Page 529

Sc. 195 *CONT* Pnl. F

Bg.

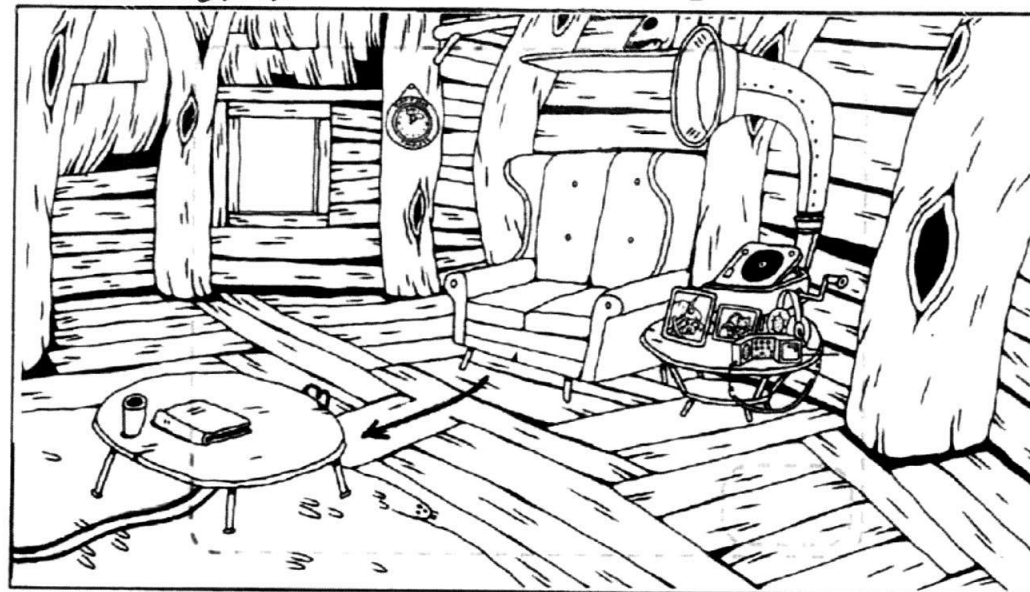
day night



Sc. 195 *CONT* Pnl. G

Bg.

day night



Dialog:

SFX: BUMP! (HIS HEAD HITTING THE TABLE)

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **530**

Sc. 195 *CONT* Pnl. H

Bg.

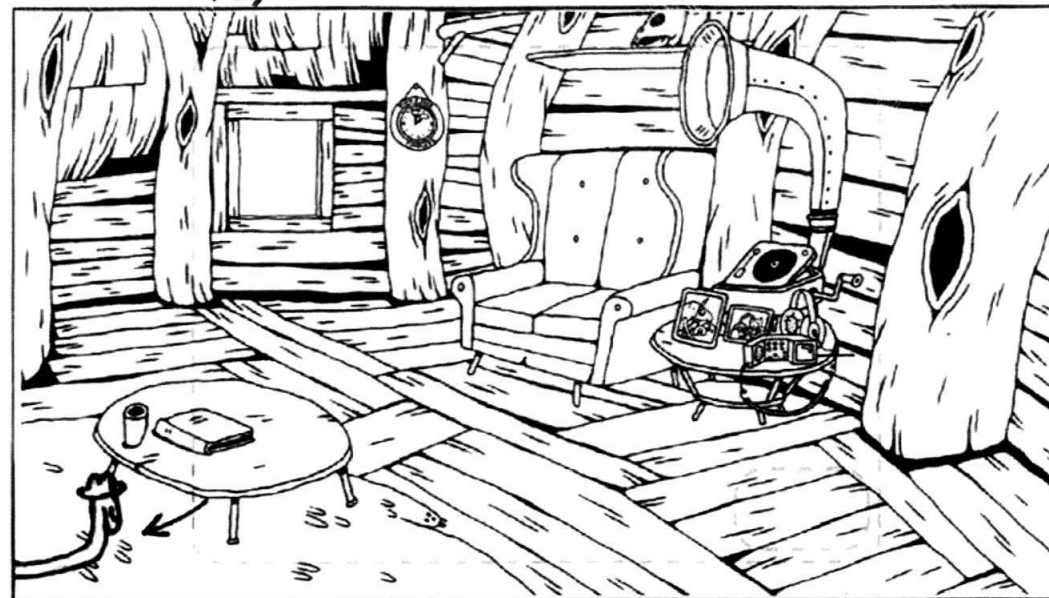
day night



Sc. 195 *CONT* Pnl. I

Bg.

day night



Dialog:

Action:

Timing:

DEC 13 2013

EPISODE #

Production :

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1025/162

1025/162

1025/162

ADVENTURE TIME



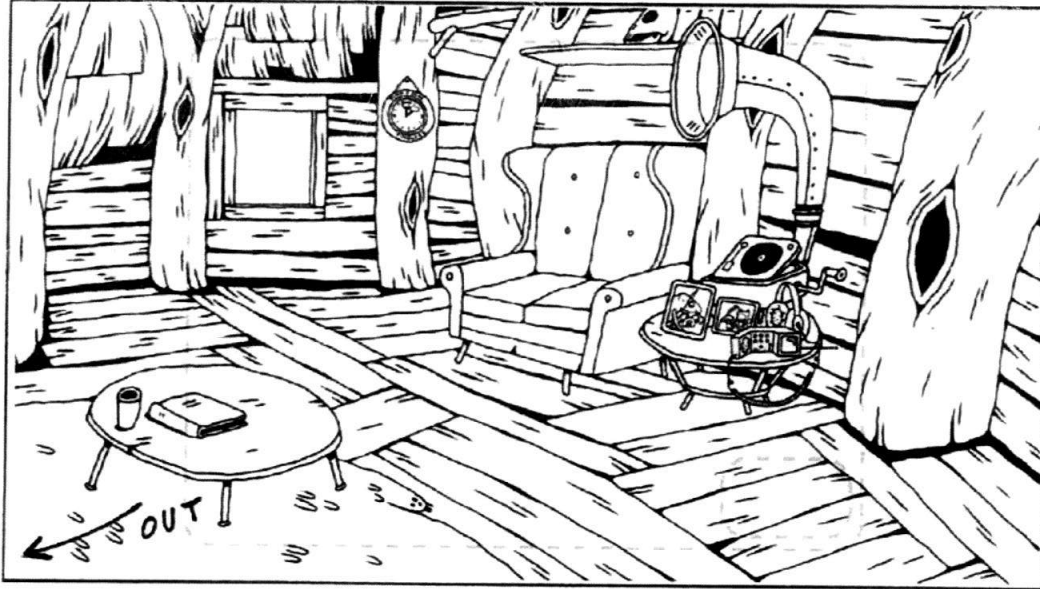
No Sc. 196

Page **531**

Sc. 195 *CONT* Pnl. J

Bg.

day night

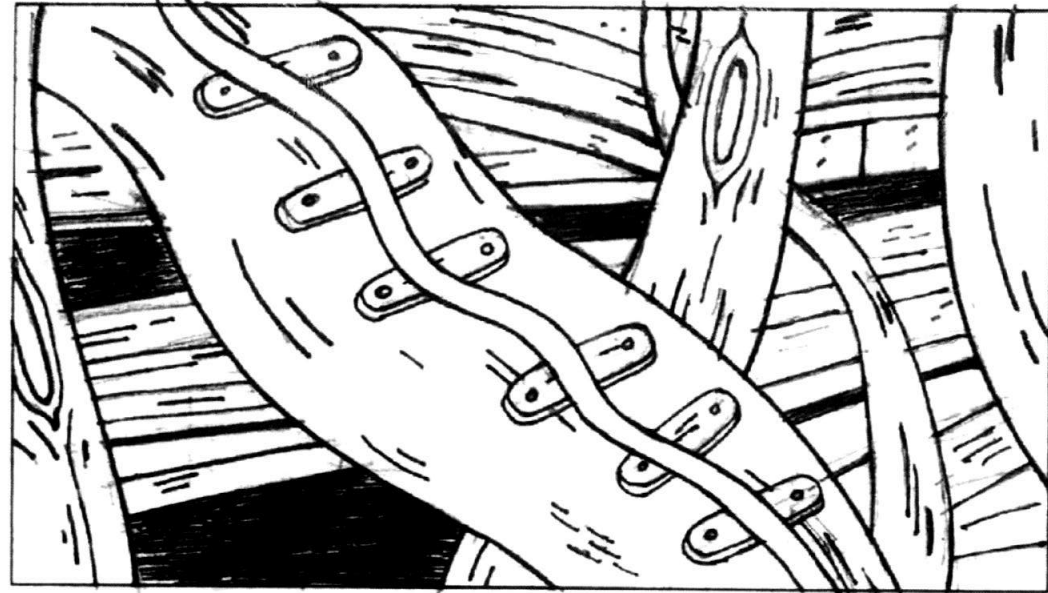


Sc. 197

Pnl. A

Bg.

day night



EPISODE #

Dialog:

SFX: ZZZIP!

Action:

B.N. ZIPS UP THE LADDER (BACKWARDS).

Timing:

DEC 13 2013

Production :

1025/162

1025/162

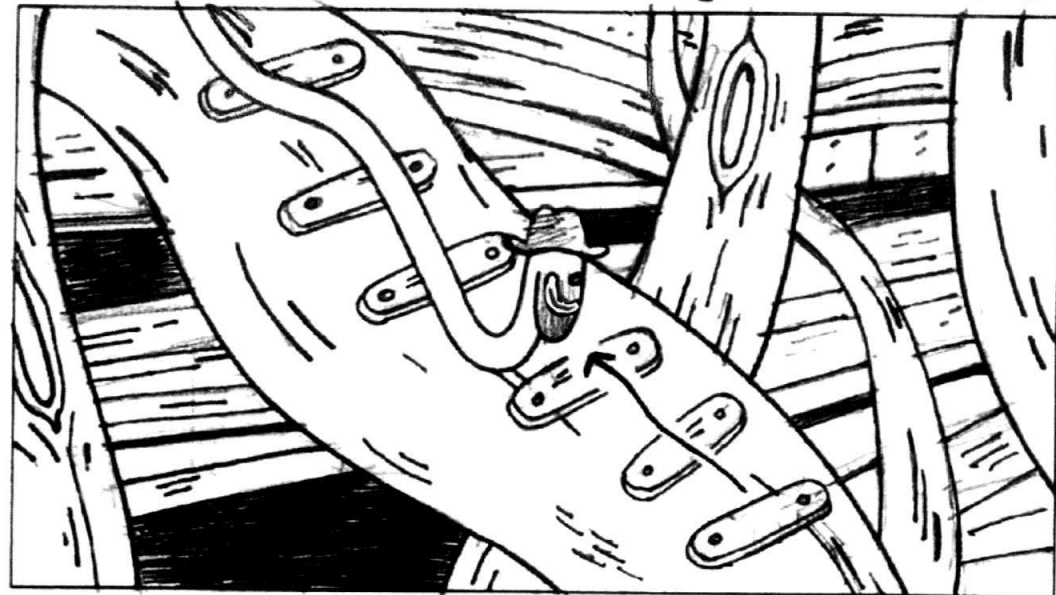
1025/162

ADVENTURE TIME

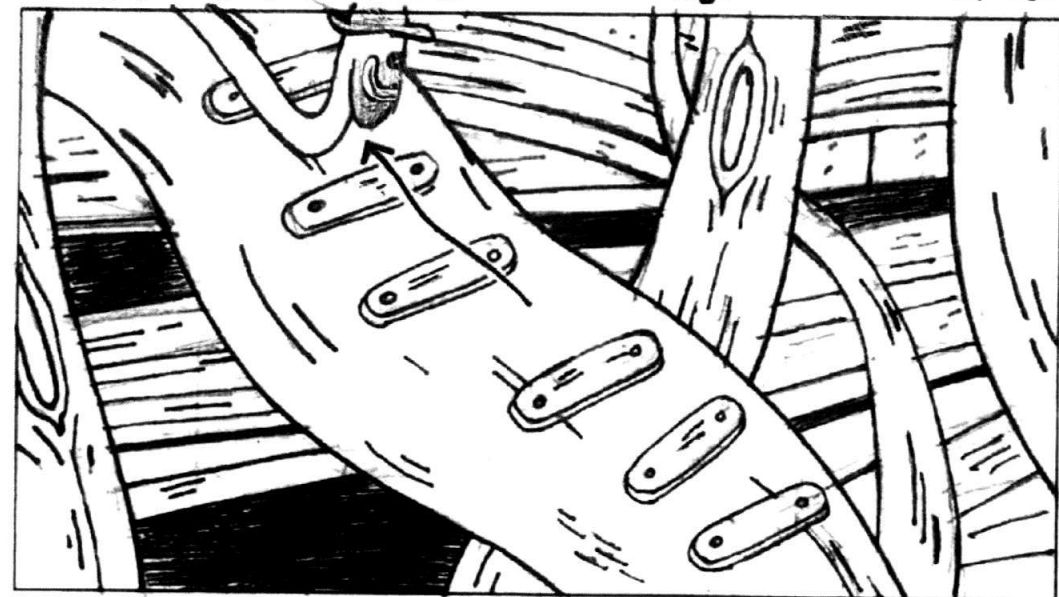


Page **532**

Sc. 197 *cont* Pnl. B Bg. day night



Sc. 197 *cont* Pnl. C Bg. day night



Dialog:
Action:
Timing:

DEC 13 2017

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

NO
SC
198



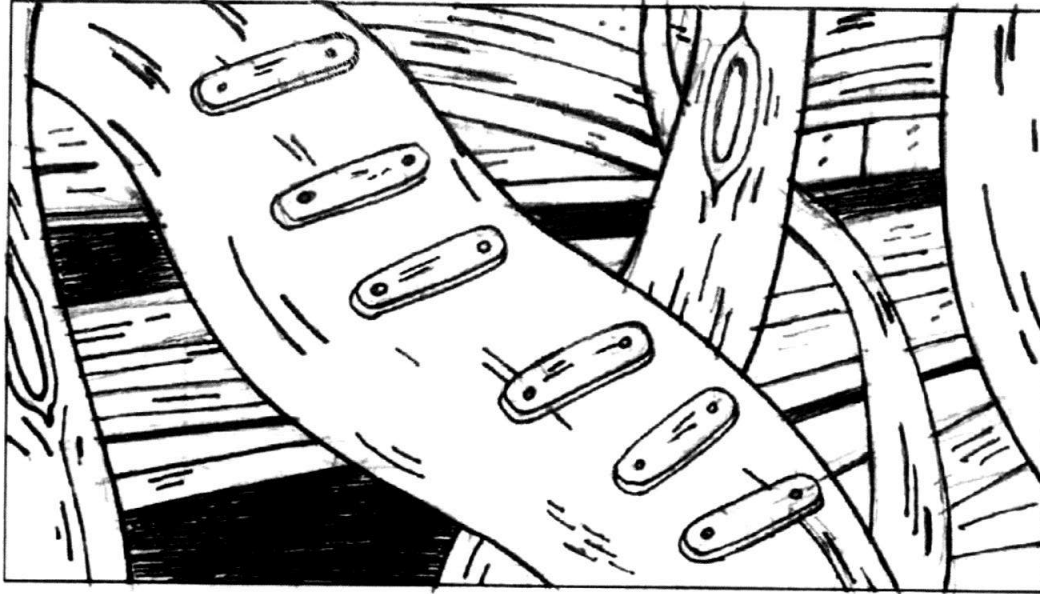
Page 533

Sc. 197 CONT

Pnl. D

Bg.

day night



Sc. 199

Pnl. A

Bg.

day night



Dialog:

SFX: ZZZIP! (QUIET IN THE DISTANCE, GETTING LOUDER AS B.N. FACE GETS CLOSER TO JAKE.)

Action:

JAKE IS SLEEPING. THE SETUP IS LIKE SC. 5, BUT, WIDER FIELD.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

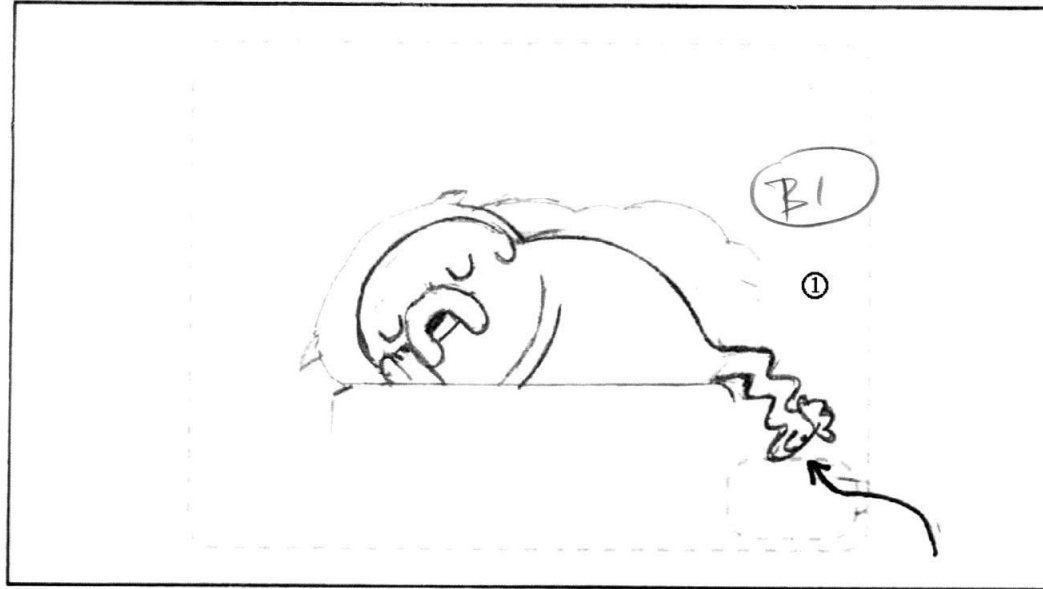


Page **534**

Sc. 199 *CONT* Pnl. B

Bg.

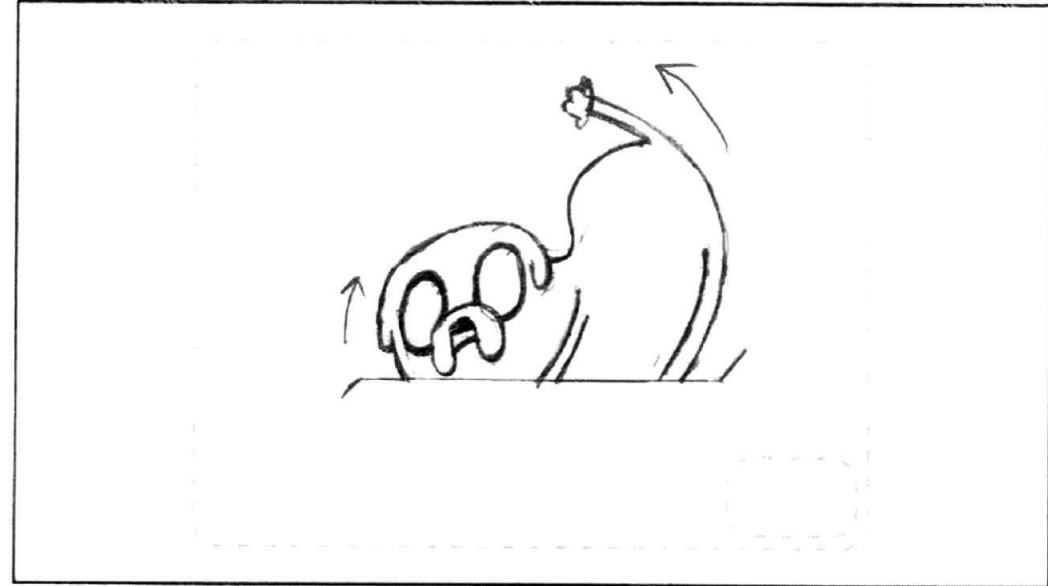
day night



Sc. 199 *CONT* Pnl. C

Bg.

day night



Dialog:

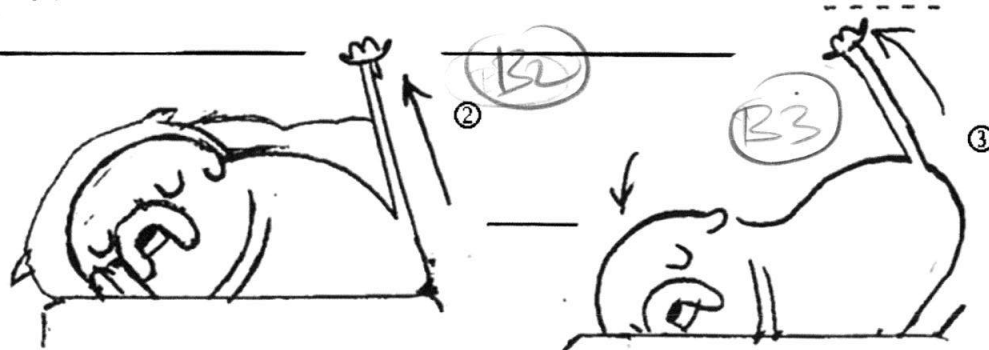
SFX: SNAP!

Action:

B.N. ZIPS IN, PRETTY FAST.
(NOT SLOWING DOWN AT ALL.)

SNAP! JAKE'S TAIL HAS RETURNED TO HIM.
(AND NOW IT'S JUST A TAIL.)

Timing:



DEC 13 2017

EPISODE #

Production :

1025/162

1025/162

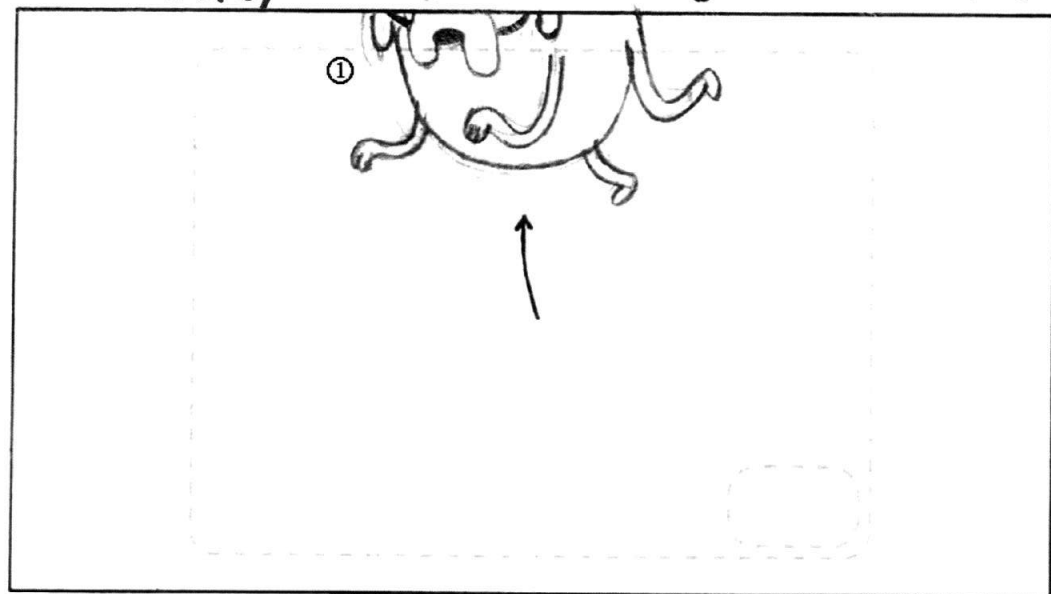
1025/162

ADVENTURE TIME

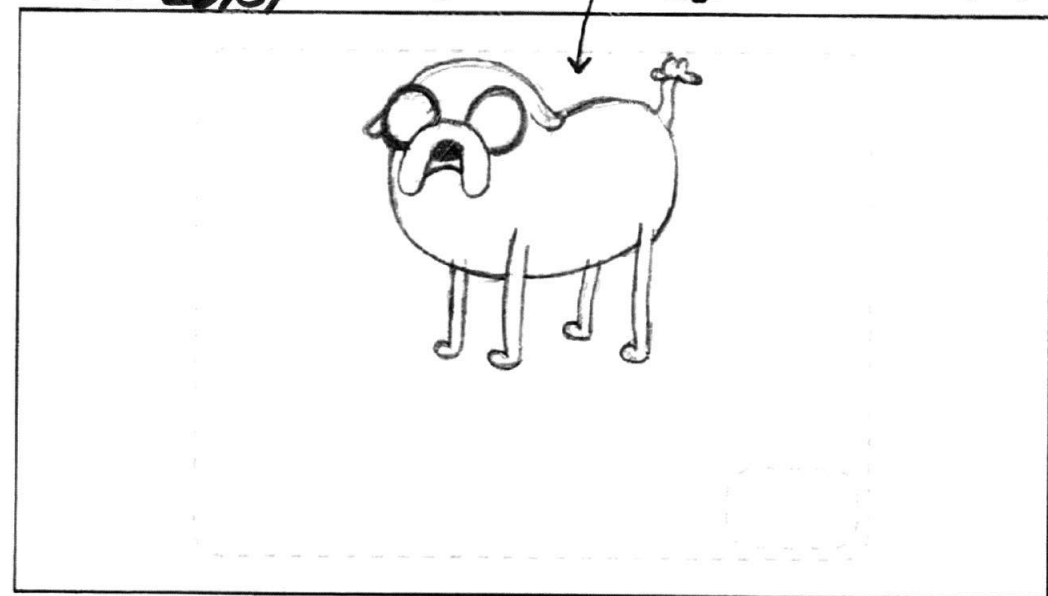


Page **535**

Sc. 199 *CONT* Pnl. D Bg. day night



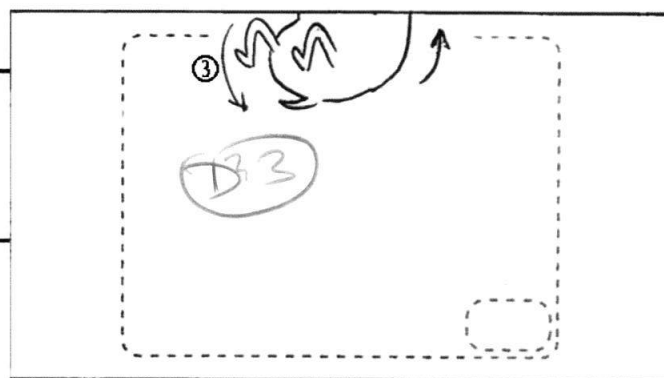
Sc. 199 *CONT* Pnl. E Bg. day night



Dialog:

Action: JAKE LEAPS UP, IN REACTION TO THE 'SNAP' JAKE COMES DOWN...

Timing:



DEC 13 2013

Production :

EPISODE #

1025/162

1025/162

1025/162

ADVENTURE TIME



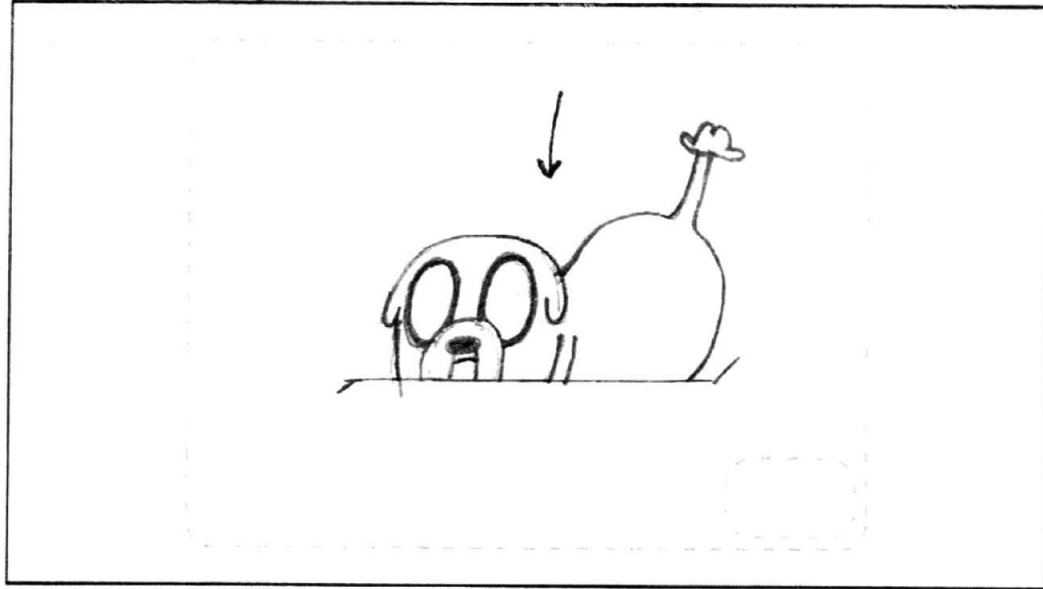
Page **536**

Sc. 199 *CONT*

Pnl. F

Bg.

day night

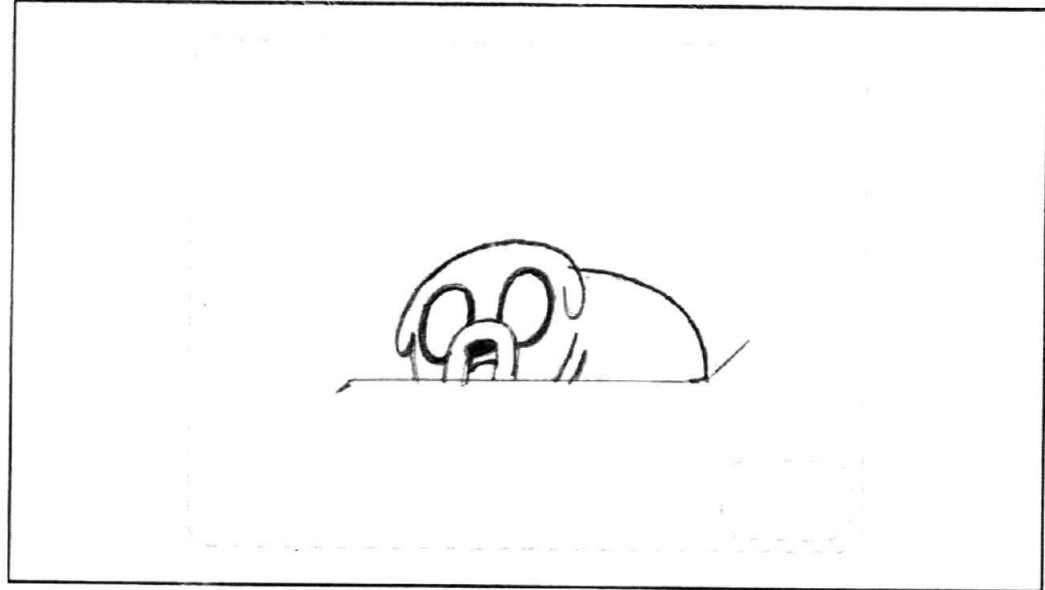


Sc. 199 *CONT*

Pnl. G

Bg.

day night



Dialog:

Action:

JAKE IS A BIT STUNNED.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **537**

Sc. 199 *CONT*

Pnl. H

Bg.

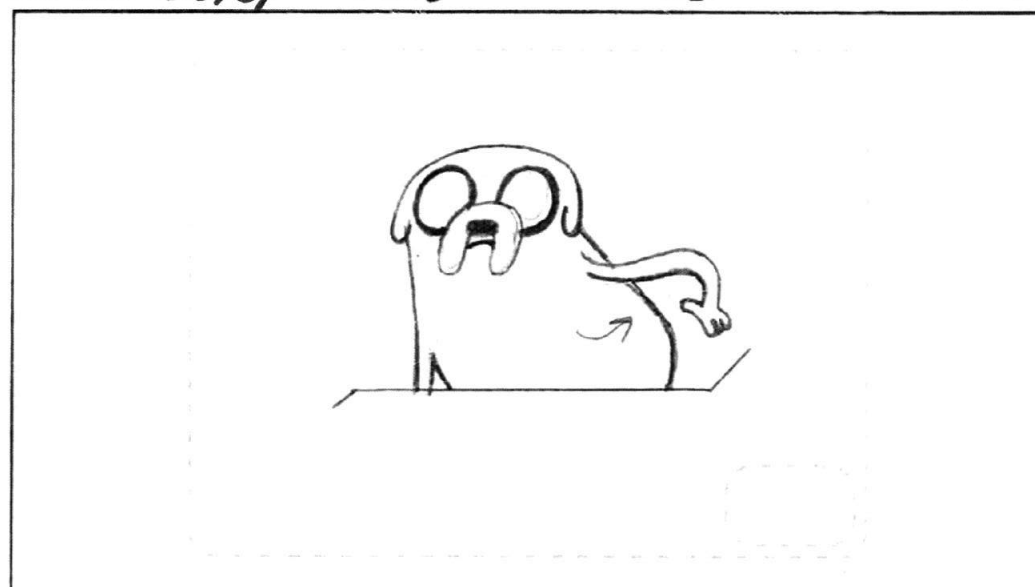
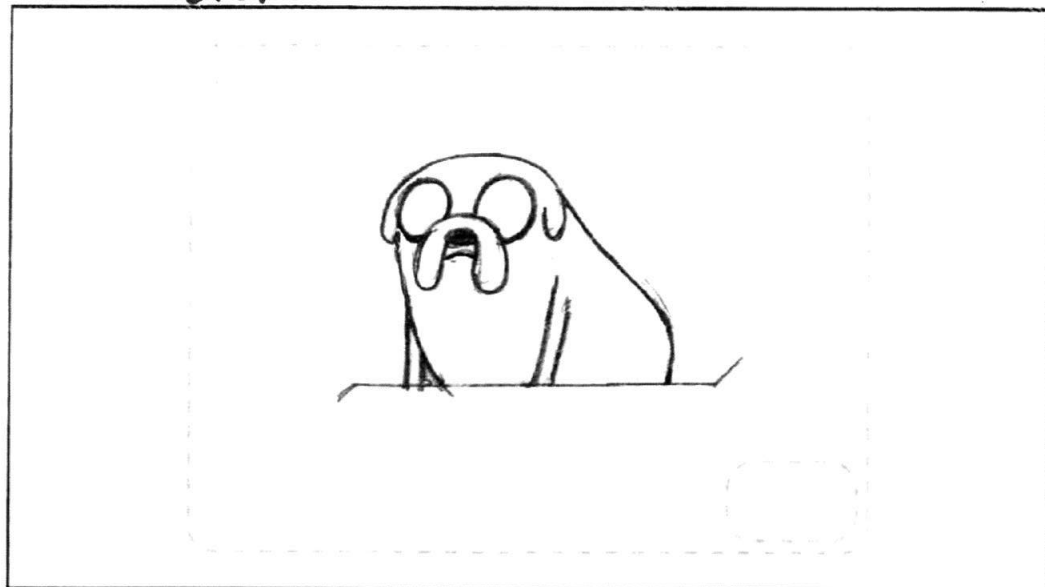
day night

Sc. 199 *CONT*

Pnl. I

Bg.

day night



Dialog:

Action:

JAKE SETTLES INTO A SITTING POSITION.

JAKE REACHES BEHIND HIM.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **538**

Sc. 199 *CONT* Pnl. J

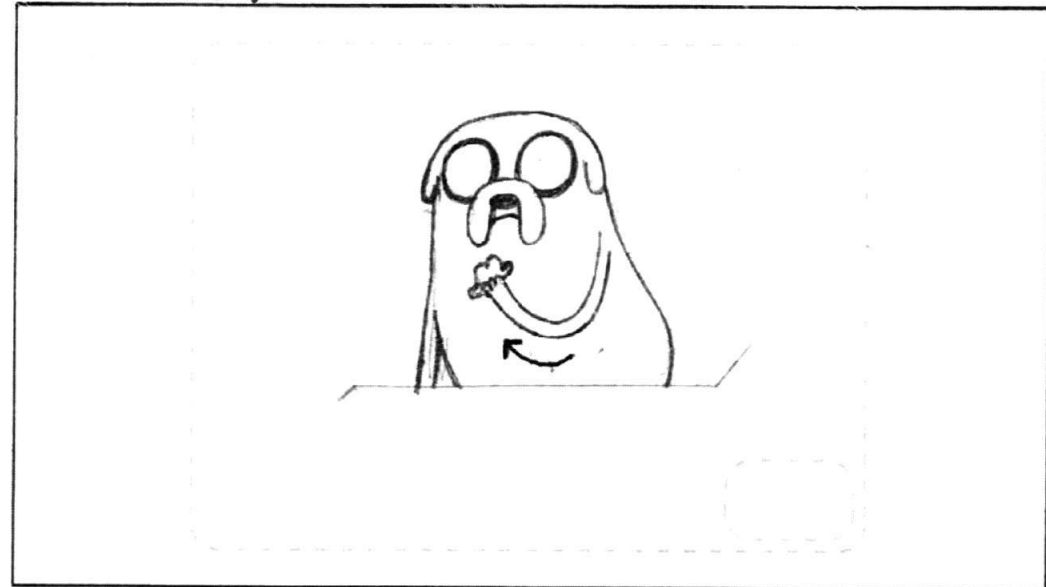
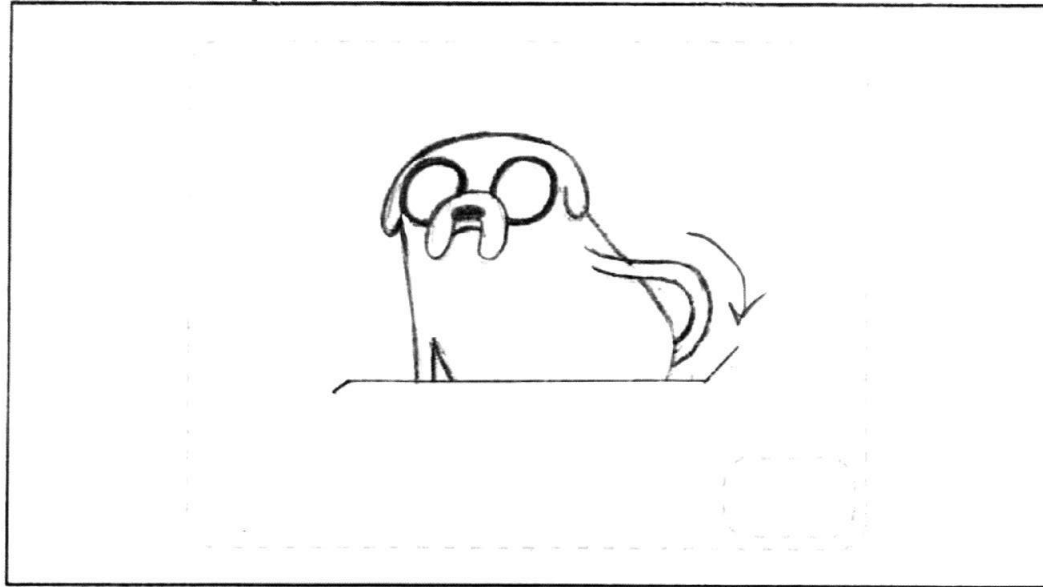
Bg.

day night

Sc. 199 *CONT* Pnl. K

Bg.

day night



Dialog:

Action:

JAKE GRABS BEHIND HIM.

JAKE RECOVERS THE LITTLE HAT FROM HIS TAIL.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

ADVENTURE TIME



Page **539**

Sc. 199 *CONT* Pnl. L

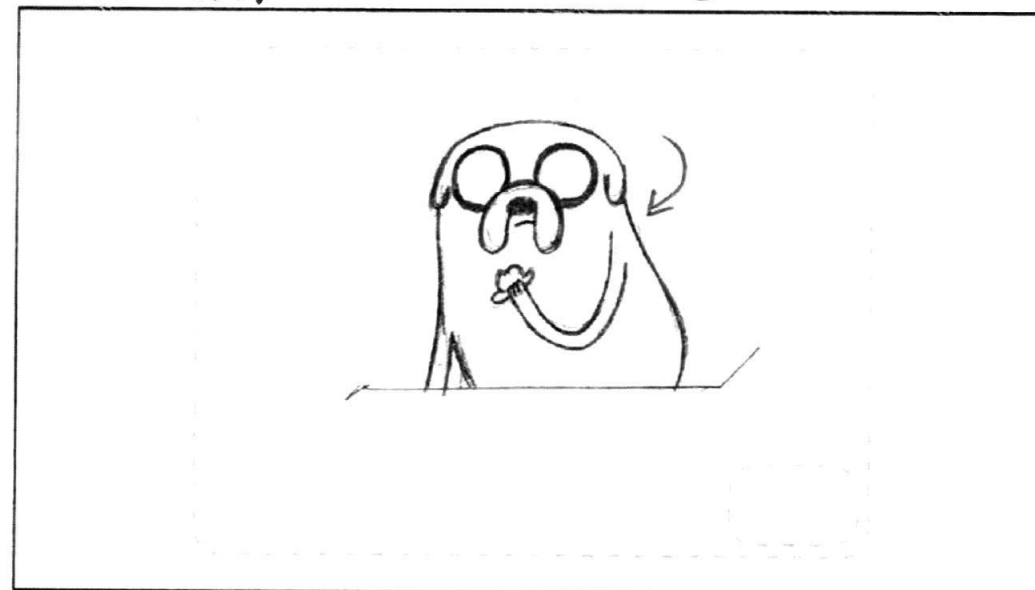
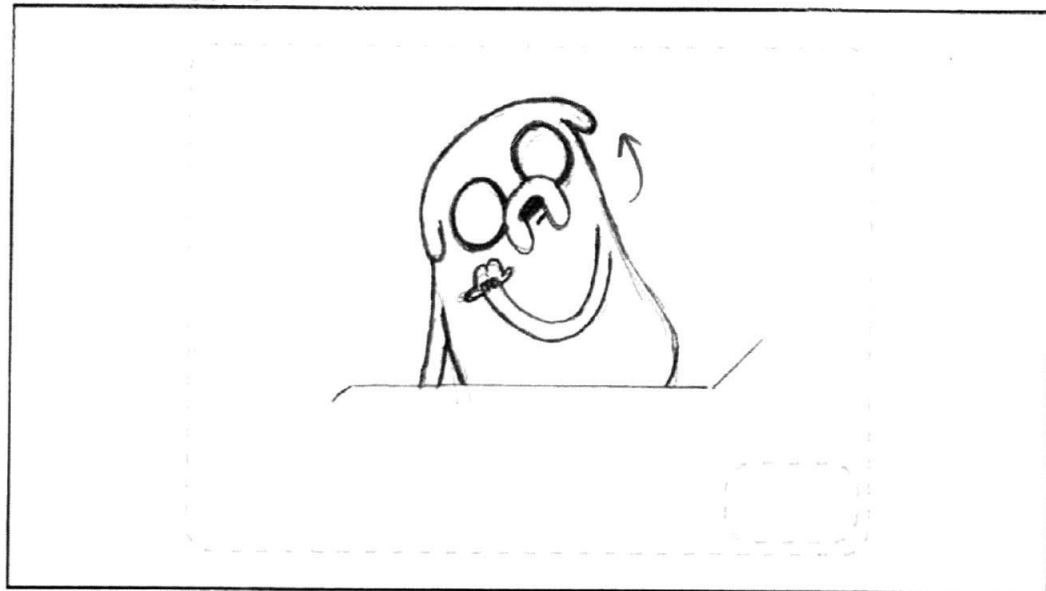
Bg.

day night

Sc. 199 *CONT* Pnl. M

Bg.

day night



Dialog:

Action: JAKE LOOKS AT THE LITTLE HAT.

JAKE LOOKS INTO SPACE. HE DOESN'T KNOW WHAT TO MAKE OF THE LITTLE HAT.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

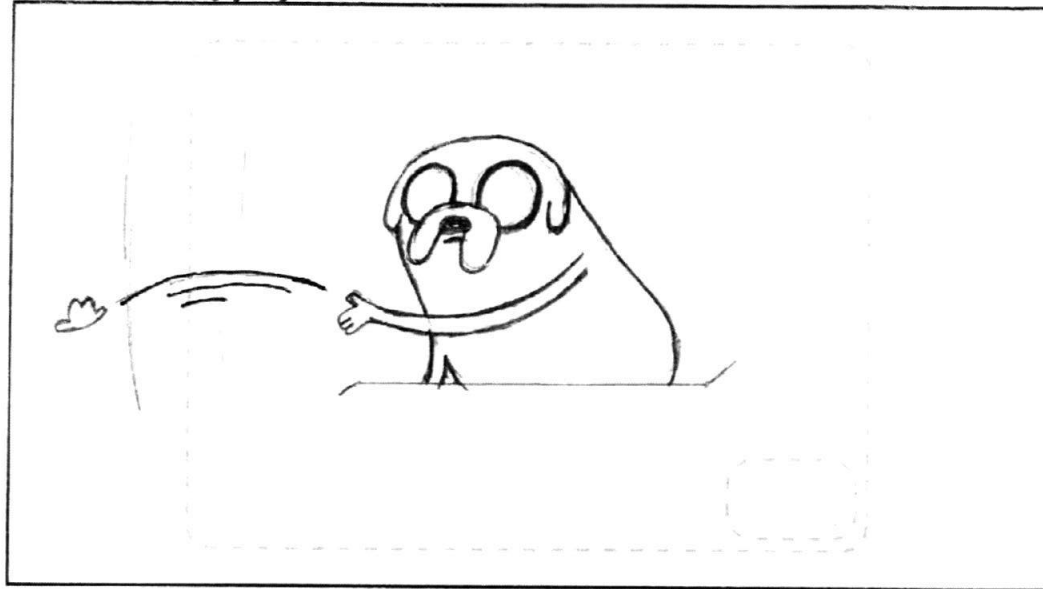


Page **540**

Sc. 199 *CONT* Pnl. N

Bg.

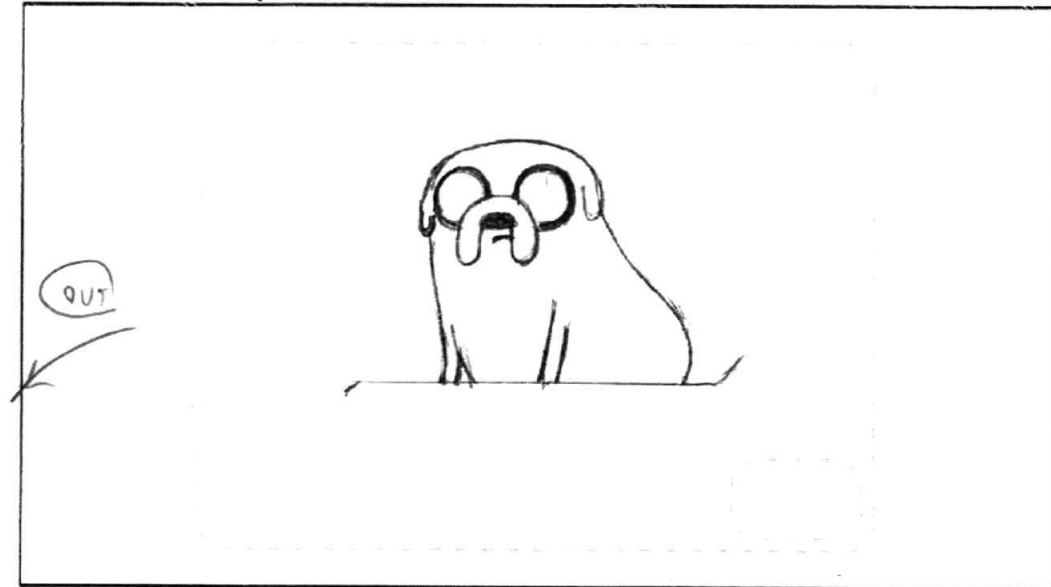
day night



Sc. 199 *CONT* Pnl. O

Bg.

day night



Dialog: SFX: LAME PENNY-WHISTLE SOUND
FOR THE HAT. WHEEEP!

Action: JAKE UNCEREMONIOUSLY TOSSES AWAY
THE LITTLE HAT.

RECOVER JAKE. NONCOMMITAL EXPRESSION.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **541**

Sc. 199 *CONT* Pnl. P

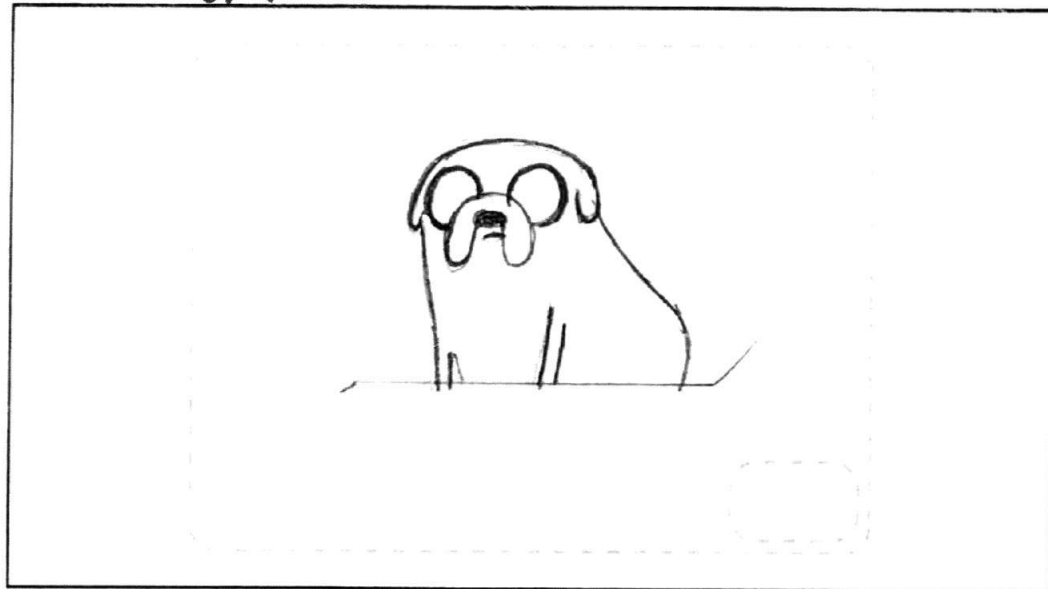
Bg.

day night

Sc. 199 *CONT* Pnl. Q

Bg.

day night



Dialog: SFX: COMICAL DRUM (AS HAT HITS FLOOR.)
BA-BOOM!

Action: JAKE LOOKS IN THE DIRECTION THAT
THE DRUM SOUND CAME FROM.

Timing:

DEC 13 2013

EPISODE #

Production :

ADVENTURE TIME



Page **542**

Sc. 199 *CONT* Pnl. R

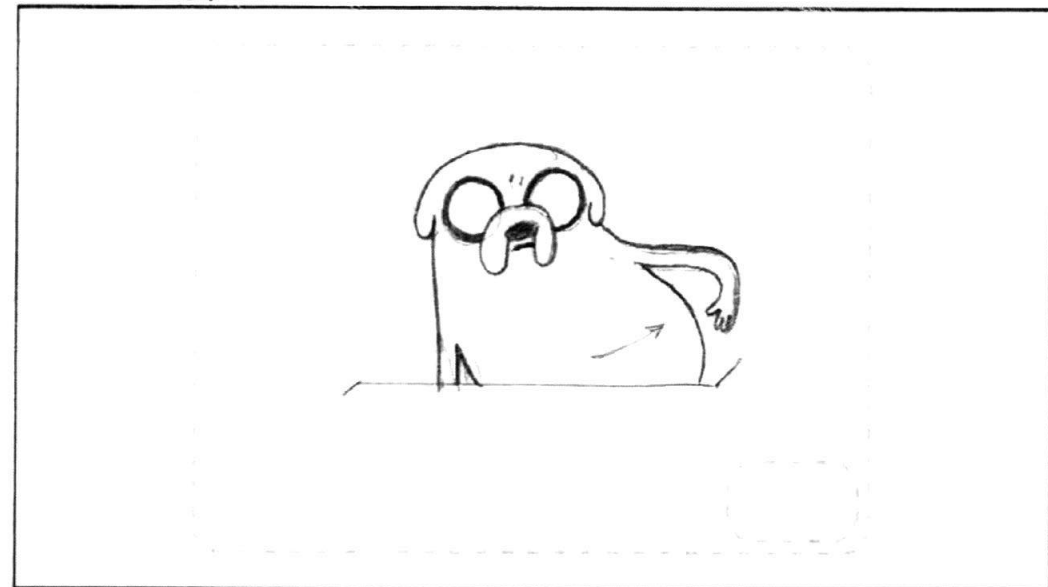
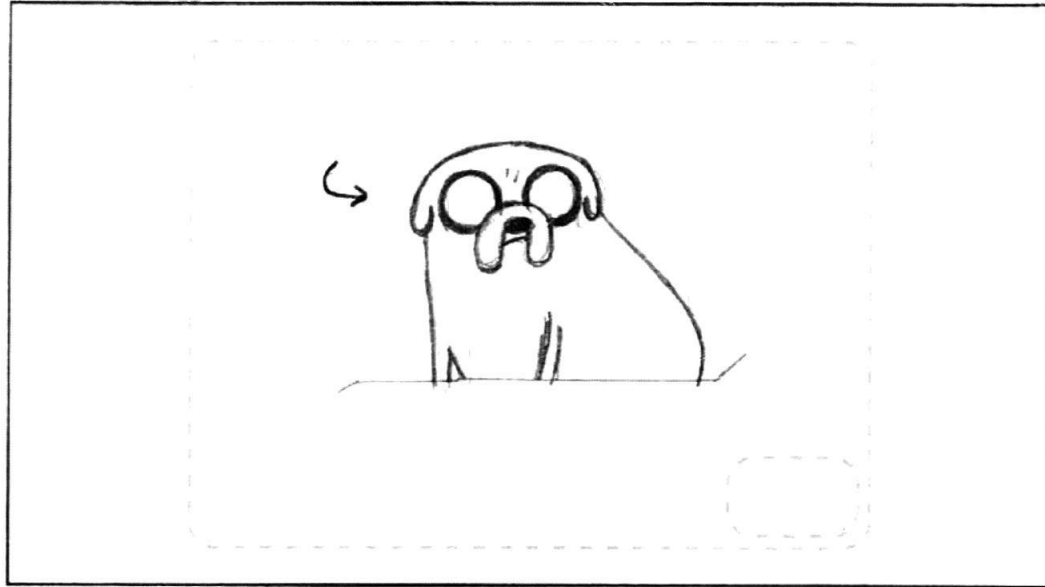
Bg.

day night

Sc. 199 *CONT* Pnl. S

Bg.

day night



Dialog:

Action: JAKE TURNS →

JAKE REACHES BEHIND HIM.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



Page **543**

Sc. 199 *CONT*

Pnl. T

Bg.

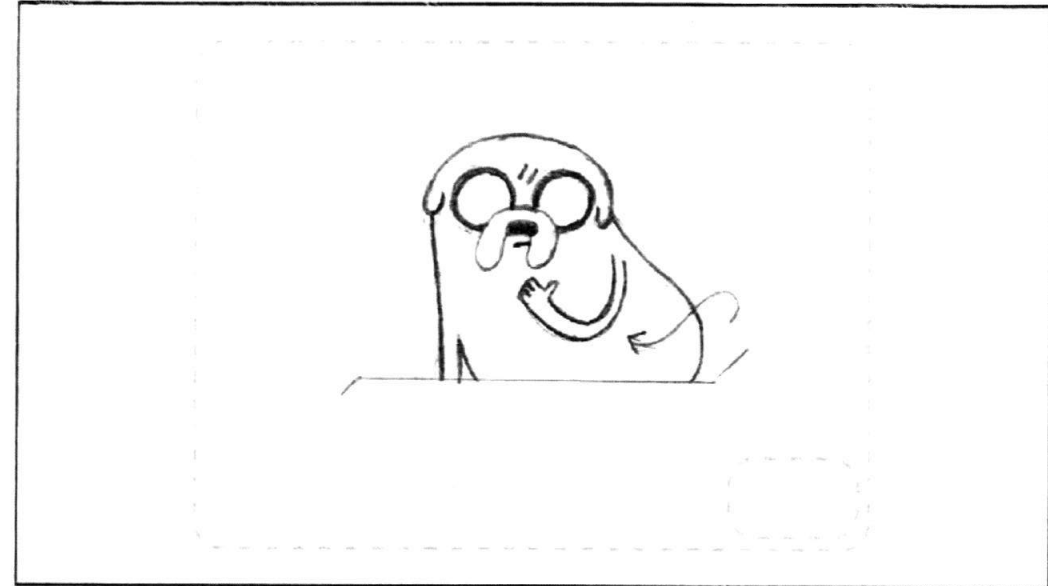
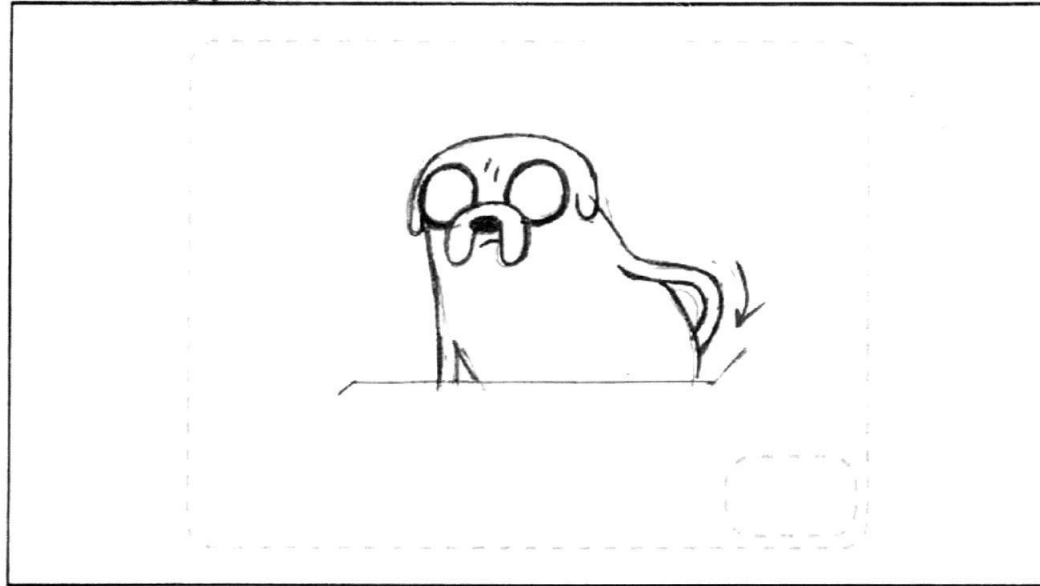
day night

Sc. 199 *CONT*

Pnl. U

Bg.

day night



Dialog: SFX: MAYBE A SUBTLE SQUEAKING SOUND.
SQUEE SQUEE SQUEE!

Action: JAKE RUBS HIS TAIL.

JAKE RECOVERS HIS HAND, WHICH NOW HAS
CLOWN-FACE MAKEUP ON IT.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



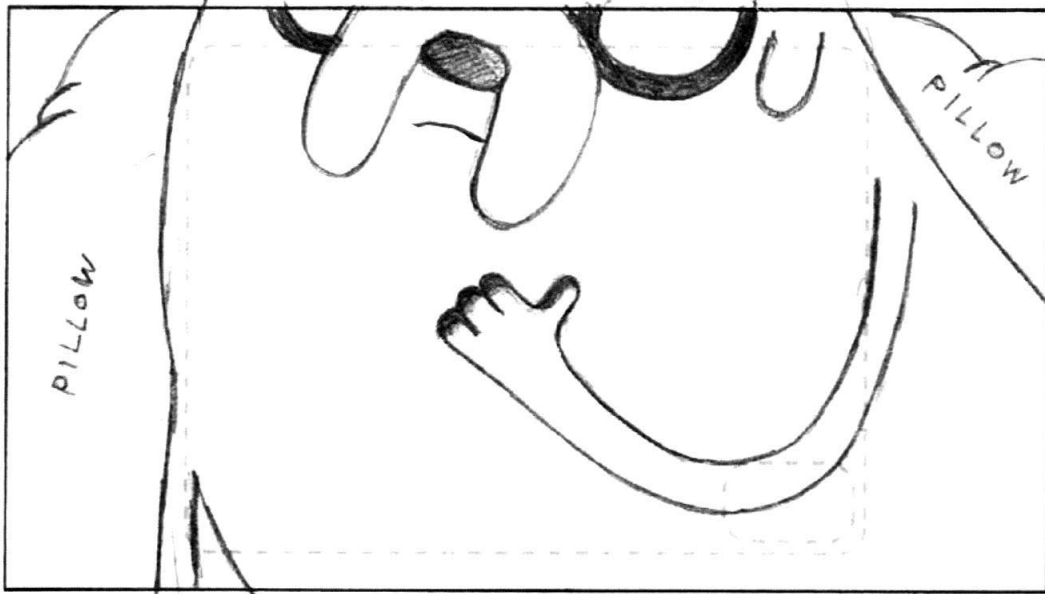
Page **544**

Sc. 200

Pnl. A

Bg.

day night

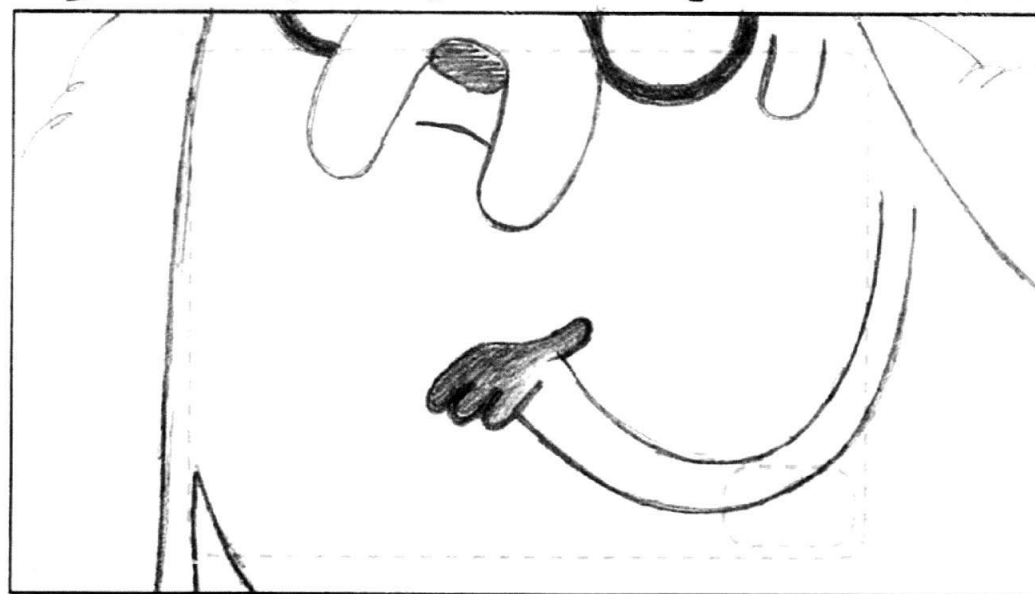


Sc. 200 *cont*

Pnl. B

Bg.

day night



Dialog:

Action: *CLOSE-UP OF JAKE LOOKING AT HIS HAND,
WHICH HAS CLOWN-FACE MAKEUP ON IT.*

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

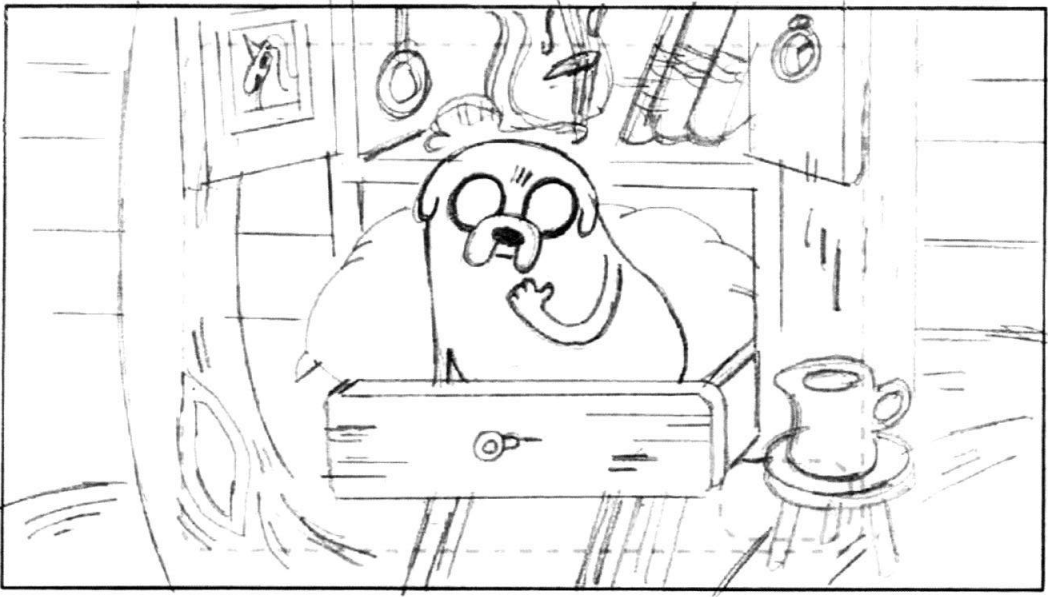
1025/162

ADVENTURE TIME

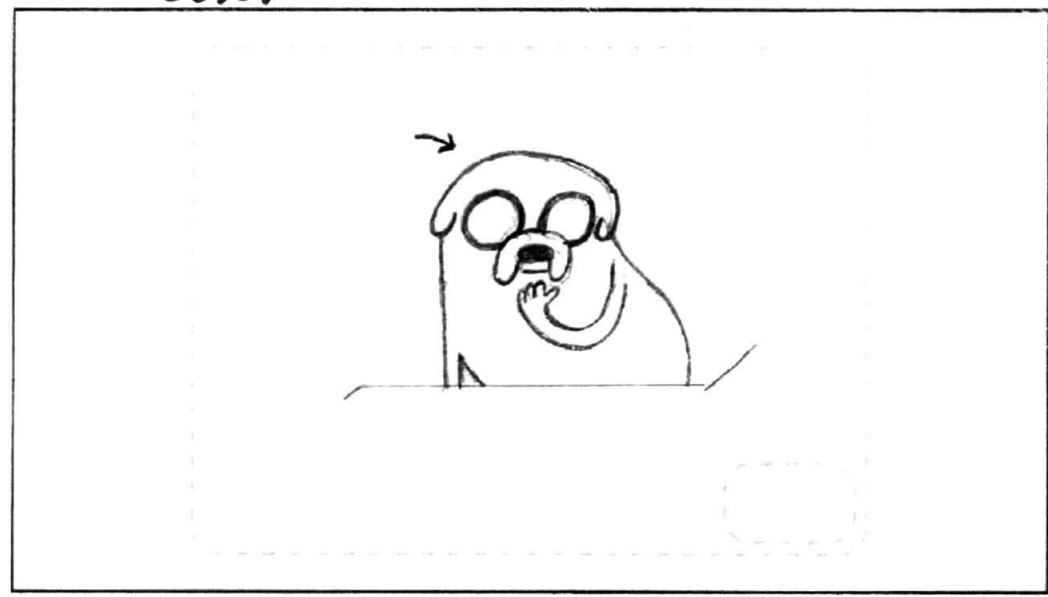


Page 545

Sc. 201 Pnl. A Bg. day night



Sc. 201 CONT Pnl. B Bg. day night



Dialog:	
Action:	CUT BACK TO THE WIDE SHOT OF JAKE, LOOKING AT THE CLOWN-FACE MAKEUP ON HIS HAND.
Timing:	JAKE MOVES HIS NOSE TO HIS HAND.
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EPISODE #

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1025/162

1025/162

1025/162

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ADVENTURE TIME



Page **546**

Sc. 201 *CONT* Pnl. C

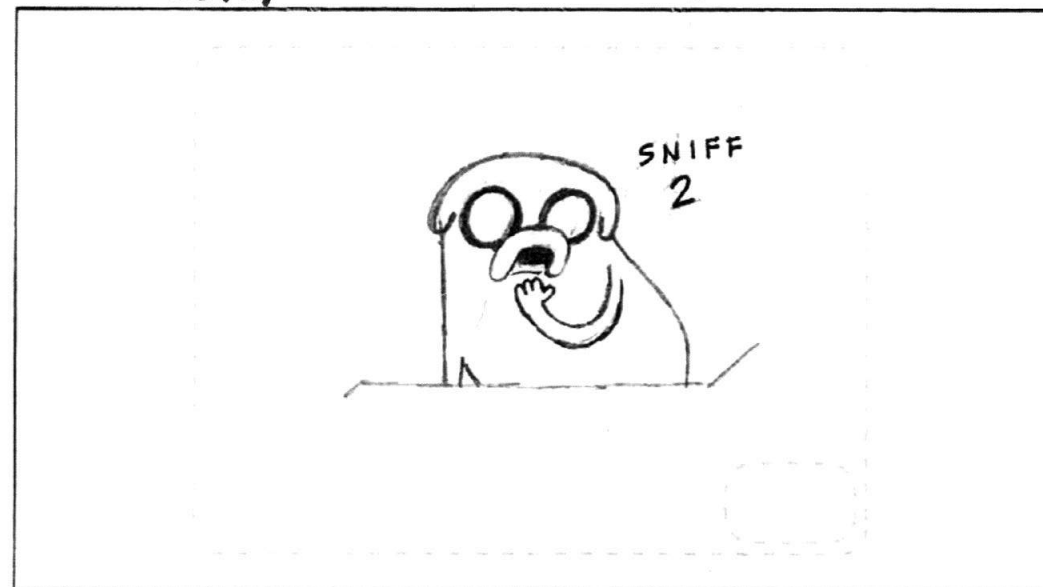
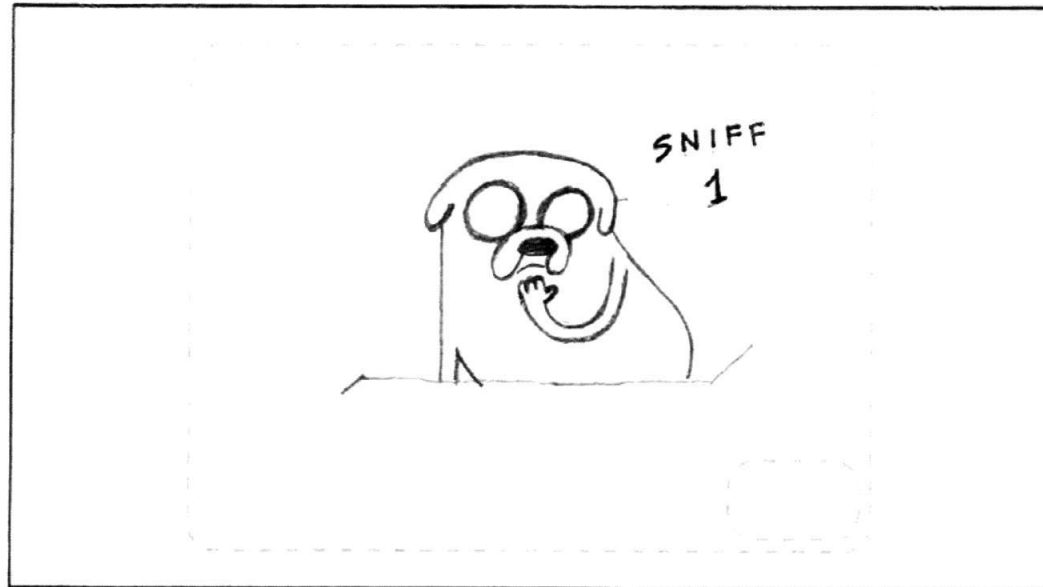
Bg.

day night

Sc. 201 *CONT* Pnl. D

Bg.

day night



Dialog:

Action: JAKE SNIFFS HIS HAND. (CYCLE.)

Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



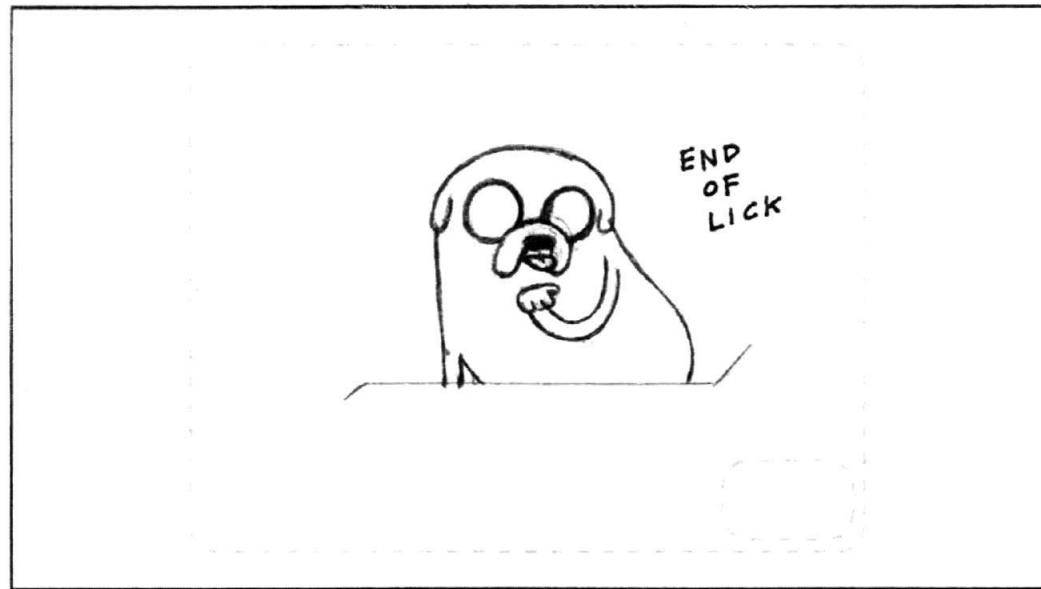
Page **547**

Sc. 201 *CONT* Pnl. E Bg.

day night

Sc. 201 *CONT* Pnl. F Bg.

day night



Dialog:

Action:

JAKE LICKS HIS HAND.

Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



Page **548**

Sc. 201 *CONT* Pnl. *G*

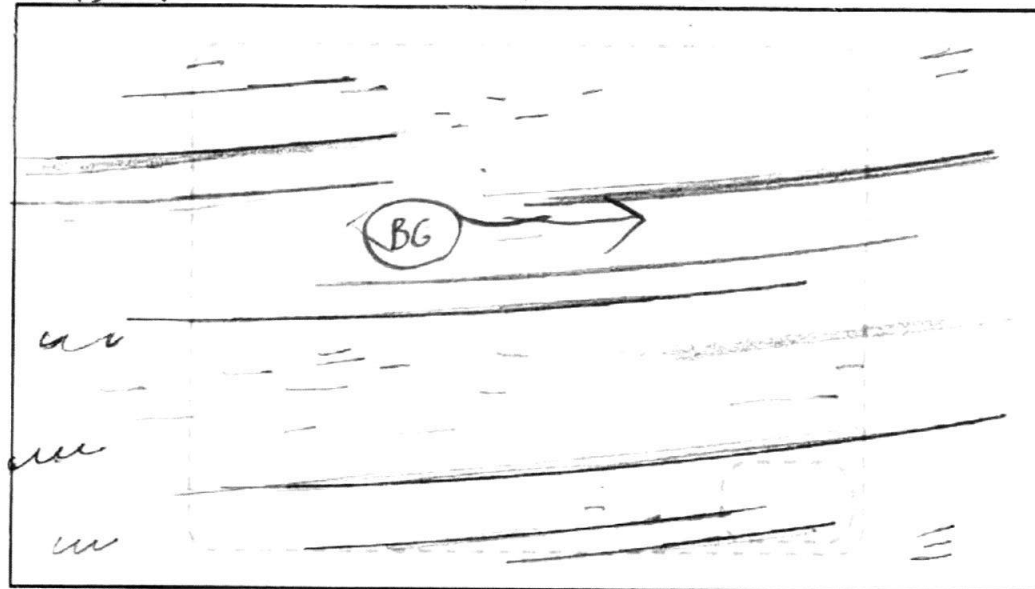
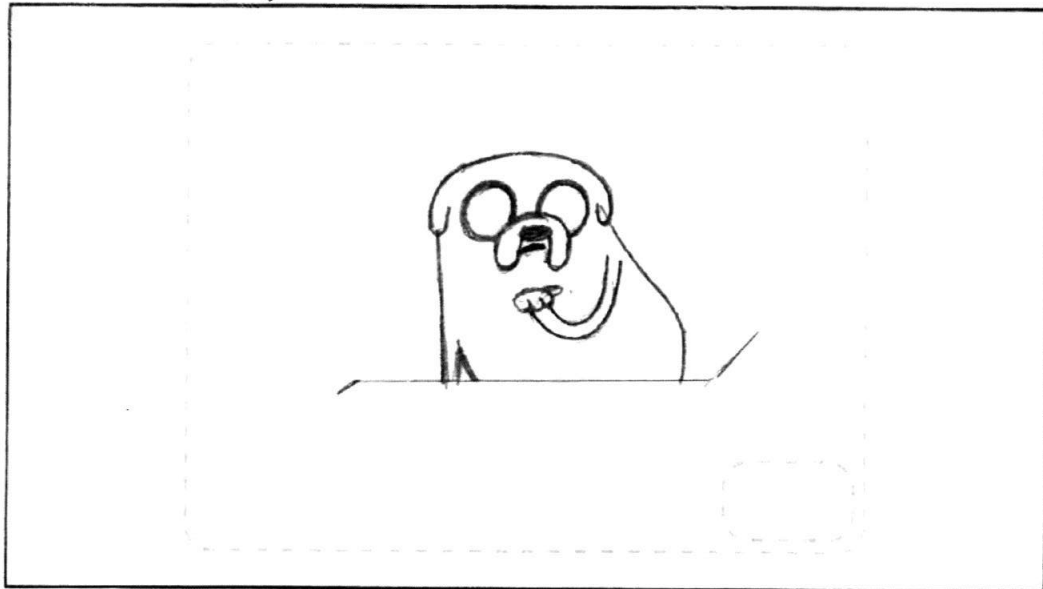
Bg.

day night

Sc. *201 CONT* Pnl. *H*

Bg.

day night



Dialog:

Action:

CAMERA = ZIP PAN OR QUICK PAN,
FROM JAKE'S BED TO FINN'S BED.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

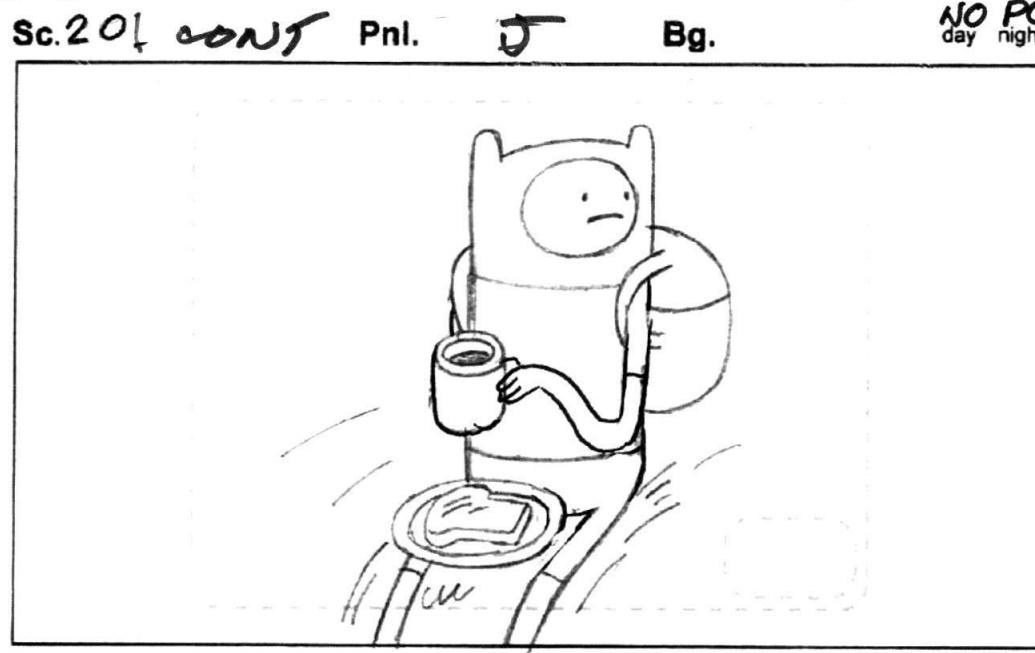
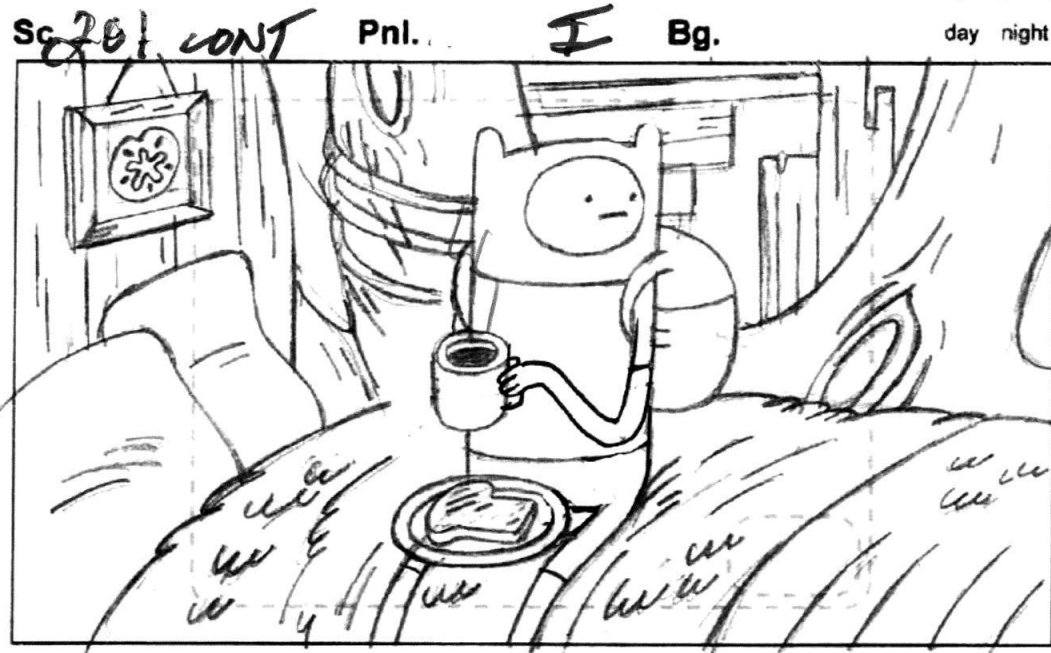
1025/162

1025/162

ADVENTURE TIME



Page 549
NO PG 550
day night



Dialog:

Action: - FINN LOOKING AT JAKE. (FINN HAS BEEN WATCHING JAKE'S GROSS-OUT STUFF.)
- FINN IS HOLDING HIS BREAKFAST

FINN'S EXPRESSION CHANGES. (VERY SUBTLE)

Timing: (COFFEE AND TOAST).

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME

NO SC'S
202-
203



Page 551

Sc. 201 CONT Pnl.

K

Bg.

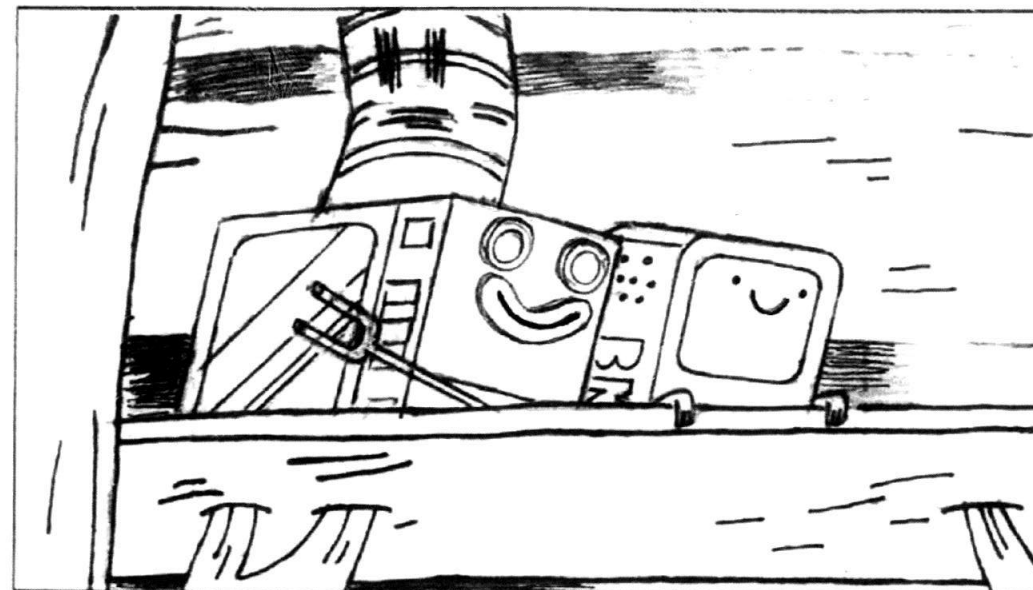
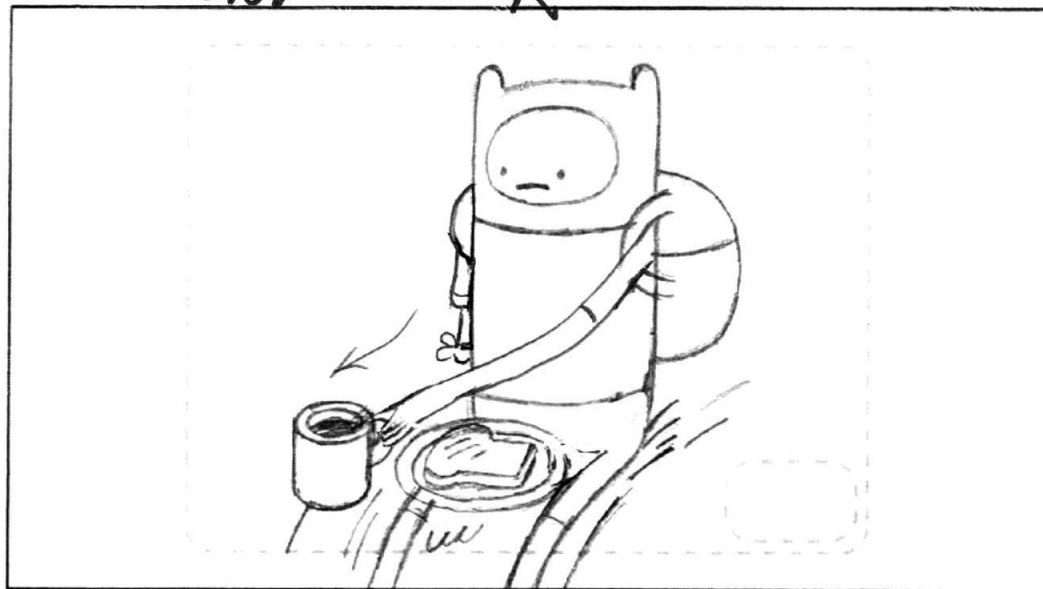
day night

Sc. 204

Pnl. A

Bg.

day night



Dialog:

Action:

FINN PUTS DOWN HIS BREAKFAST.
(HE'S LOST HIS APPETITE.)

CLOSE ON NEPTR AND BMO, WHO HAVE BEEN
WATCHING THE PREVIOUS SCENES WITH DELIGHT.

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/163

ADVENTURE TIME

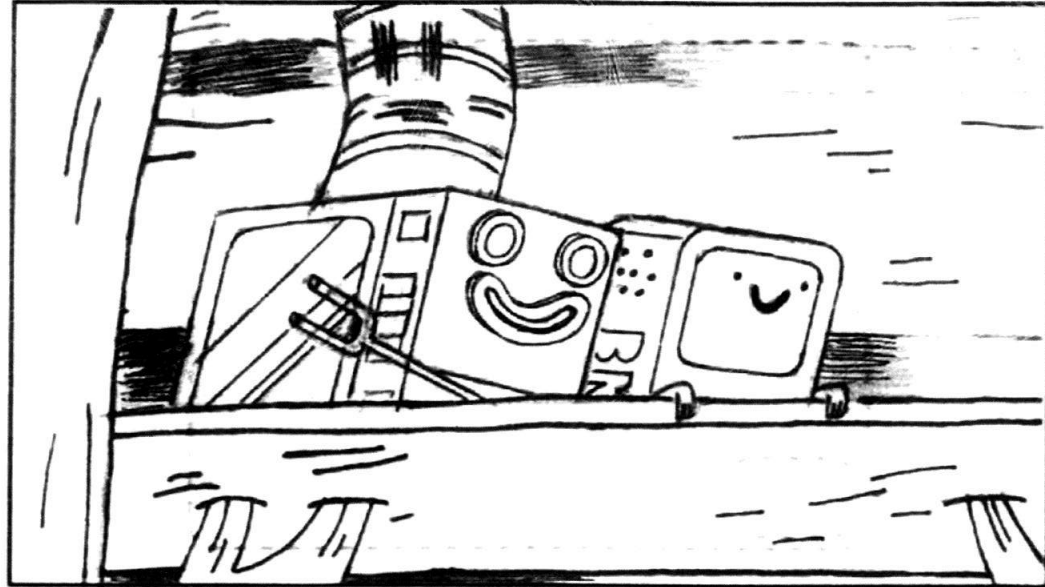


552
Page NO PG. 553
day night

Sc. 204 CONT Pnl. B

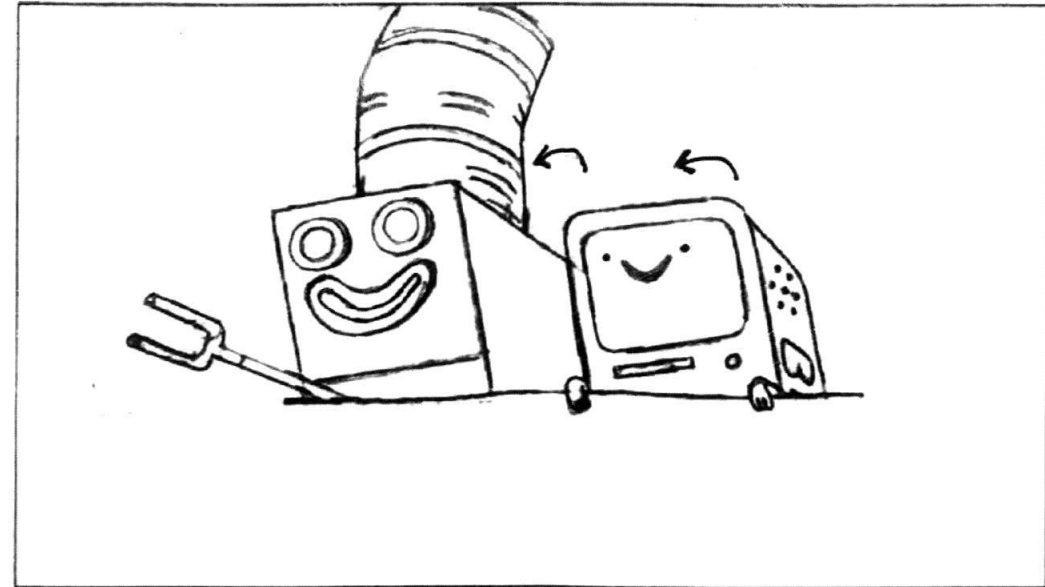
Bg.

day night



Sc. 204 CONT Pnl. C

Bg.



Dialog:

NEPTR: HEE HEE!
BMO: TEE HEE!

NEPTR: NEAT.

Action:

NEPTR AND BMO TURN TO SEE ... THE
LITTLE CLOWN-HAT!

Timing:

DEC 13 2013

EPISODE #

Production :

1025/162

1025/162

1025/162

ADVENTURE TIME



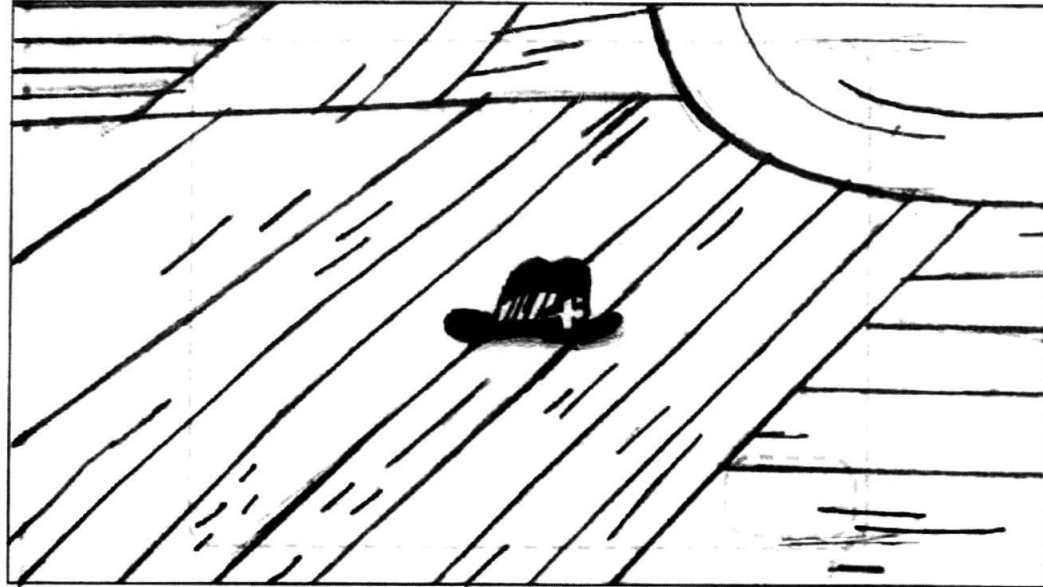
Page **554**

Sc. 205

Pnl. A

Bg.

day night

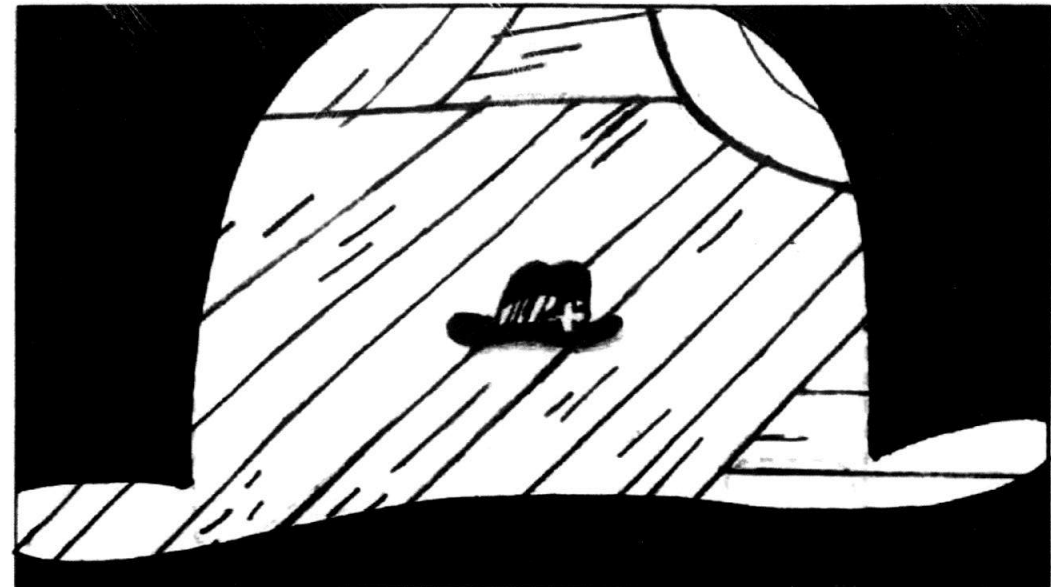


Sc. 205 CONT

Pnl. B

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

CAMERA = IRIS OUT ON THE HAT.

Timing:

DEC 13 2013

1025/162

1025/162

1025/162

ADVENTURE TIME



Page 555

Sc. 205 *cont* Pnl. C

Bg.

day night



Sc. 205 *cont* Pnl. D

Bg.

day night



EPISODE #

Production :

Dialog:

Action:

Timing:

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1025/162

1025/162

1025/162

ADVENTURE TIME



Page **556**

Sc. 205 *CONT* Pnl. E

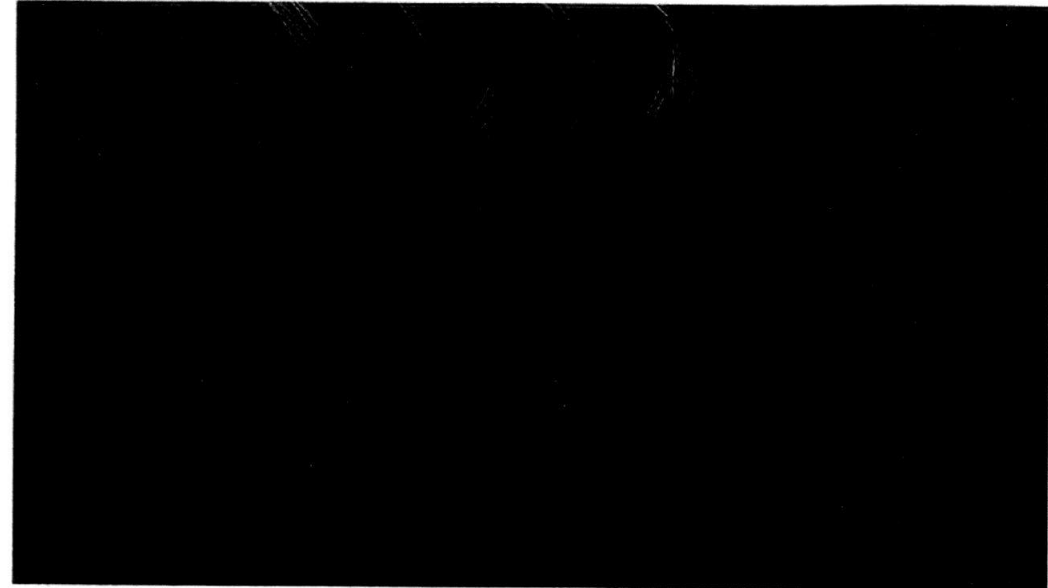
Bg.

day night

Sc. 205 *CONT* Pnl. F

Bg.

day night



Dialog:

End.

END
OF
ACT 3

Action:

Timing:

DEC 13 2012

EPISODE #

Production :

EOP

1025/162

1025/162

1025/162